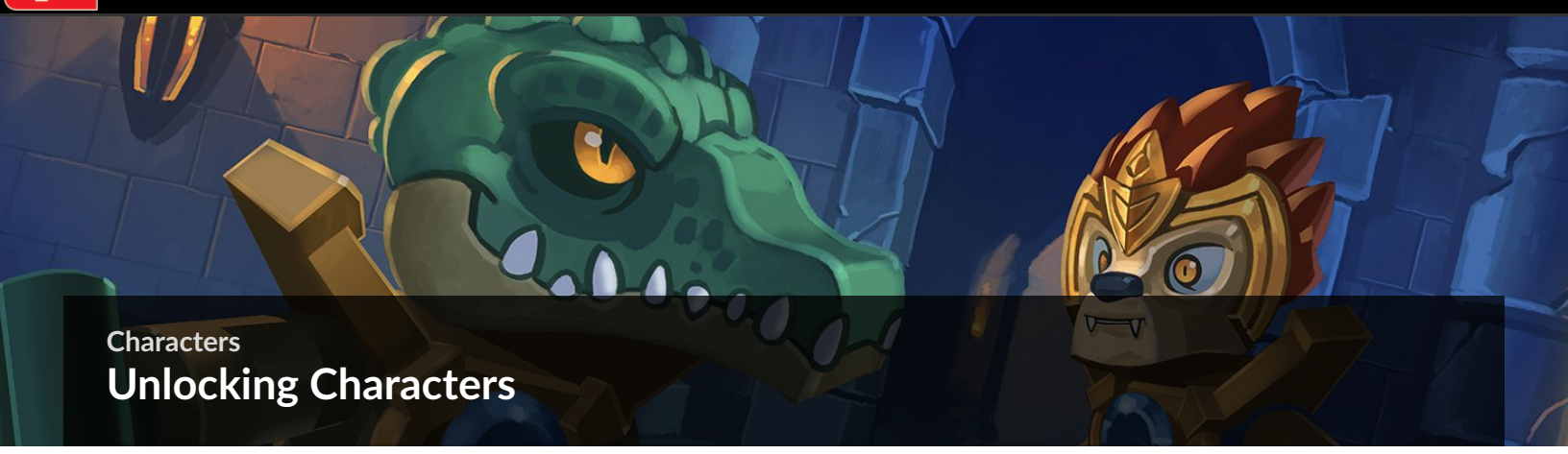


Characters

Unlocking Characters

LEGO *Legend of Chima: Laval's Journey* contains more than sixty unique characters that you can unlock in the game. They are divided into nine different tribes, and each tribe has its own unique abilities. In addition, some characters have special abilities that are all their own.

The first few characters are unlocked by playing through Story mode. Each new character gives you new abilities that are necessary to continue.

In addition to the characters you unlock as you play, you can also find character tokens in both Story and Free Play modes. Collect these tokens and then save up your studs so you can purchase more characters.

Character Abilities

Most characters possess at least one ability that adds to their value. Here's a quick rundown of the different abilities a character might possess.

Cannon: Some characters carry heavy cannons. They shoot a powerful projectile. Hold down the Attack button for a devastating beam attack.

Charge Attack: Rhinos can perform a special attack where they charge enemies or specific rock objects to break them.

Crawl: Furtivo and Skinnet can crawl through small hatches to get to secret locations.

Dazzle: Dom de la Woosh is a celebrity in Chima, famed in the Speedorz arena for his flair and style. Hold the Ability button and Dom will perform a series of flashy poses that will stun and amaze anyone on screen. Enemies will be so starstruck, cheering and swooning, that they will temporarily be distracted and open to attack.

Dig: Wolves can use their claws to dig up specially marked dig spots.

Dive: Crocodiles can dive underwater and walk along the bottom of bodies of water.

Double Jump: Furtivo can double jump some structures, such as homes or logs, to get up to places other characters can't reach.

Fishing: Bears can use fishing poles to catch items.

Glide: Some characters can glide through the air, making a long, slow descent to other locations.

Grow: Gorillas can water grow spots and cause plants or other objects to grow to use for various purposes.

Homing Attack: While Eagles and Ravens are in midair, they can attack nearby enemies with a dive bombing attack that stuns them.

Pick Lock: Ravens can pick locks and locked doors to get to locations or items other characters cannot.

Pounce: Lions can jump between parallel walls.

Power Punch: Gorillas can perform a charged punch for hitting red switches.

Resist Toxin: Crocodiles can move through toxic goo without taking any damage.

Roar: Lions, Gorillas, Wolves, Rhinos, and Bears can use their Roar ability to break some objects.

Rock On: When Rhinos perform a slam jump attack, they create a mound of rocks around them. They can use these rocks to destroy moving traps or stun enemies when they burst out of the mound.

Sharpshooter: Hold down the Attack button with characters that have blasters to aim at specific targets, then release the button to fire.

Skunk: Skinnet can perform a double jump using his smelly ability to propel him higher. He also is armed with a skunk blaster that fires unique green projectiles.

Spin Jump: Crocodiles can perform a spin jump while underwater to launch themselves up out of the water.

Swim: Crocodiles and Bears can swim along the surface of water.

Swinging Poles: Gorillas can flip along horizontal poles to reach special areas or get across gaps.

Tech Swap: Eagles can transfer power from one Tech Swap Node to another.

Track: Wolves can follow scent trails to find hidden items and locations. The trail can be lost if they move through smelly green clouds.

Triple Chi Armor: Characters with this ability have new combos and charged attacks. They also can build up Chi and stay powered up with Chi for three times as long as other characters.

Characters

Meet the Characters

Lion Tribe

Laval

Abilities: Pounce, Roar

Weaponry: Royal Valious

How to Unlock: Complete Spiral Mountain

Cost: N/A

Bio: Laval is the headstrong prince of the noble Lion tribe. He's a proud, powerful warrior with an appetite for adventure and fun, but his carefree attitude can sometimes get him into trouble.

Lagravis

Abilities: Pounce, Roar

Weaponry: Dual Royal Valious

How to Unlock: Complete Croc Fort

Cost: N/A

Bio: Laval's father, Lagravis, is king of the Lion tribe and considered by many to be the wisest creature in all of Chima. He is a kind and caring father and values rules and tradition above all else. Lagravis takes the Lion's responsibility of safeguarding and sharing the Chi very seriously indeed.

Lennox

Abilities: Pounce, Roar

Weaponry: Decalus

How to Unlock: Spiral Mountain Story Mode

Cost: 150,000

Bio: Lennox the Lion is a brave young foot soldier who dreams of becoming a great warrior. He drives a vehicle he calls “The Lion Attack” and spends much of his spare time making special modifications to it and practicing stunning maneuvers in the jungle.

Longtooth

Abilities: Pounce, Roar

Weaponry: Royal Valious / Blaster

How to Unlock: Spiral Mountain Story Mode

Cost: 150,000

Bio: Longtooth is an older Lion foot soldier who refused to join the other elders as a tribal leader. He claims he loves the “action” of the front lines too much, but the truth is he loves talking about the action a lot more than actually pursuing it—especially with his bad back.

Leonidas

Abilities: Pounce, Roar

Weaponry: Katar

How to Unlock: Eagle Grasslands Hub

Cost: 50,000

Bio: Leonidas is a loyal Lion foot soldier and guard. If you give him a command, he will execute it efficiently and without question. If you give him a second command, however, he becomes completely confused!

Lion Guard

Abilities: Pounce, Roar

Weaponry: Jabaka

How to Unlock: Lion Temple Hub

Cost: 150,000

Lion Elder

Abilities: Pounce, Roar

Weaponry: Royal Valious

How to Unlock: Lion Temple Hub

Cost:100,000

Lion Veteran

Abilities: Pounce, Cannon, Roar

Weaponry: Lion Cannon

How to Unlock: Rhino Canyon Free Play Mode

Cost: 200,000

Eagle Tribe

Eris

Abilities: Glide, Homing Attack, Sharpshooter, Transfer Power

Weaponry: Eglaxxor / Eagle Blaster

How to Unlock: Complete Eagle Town

Cost: N/A

Bio: Most Eagles have their heads in the clouds, but Eris is focused, quick-witted, and smart, which is probably why she spends more time with earth-bound creatures like her best friend Laval.

Ewald

Abilities: Glide, Homing Attack, Sharpshooter, Transfer Power

Weaponry: Dual Eagle Blasters

How to Unlock: Eagle Town Free Play Mode

Cost: 200,000

Bio: Ewald is the leader of the Eagles' Ruling Council and is prone to endless deliberations about everything from battle strategy to what they should eat for lunch. He's always searching for the perfect solution, which keeps him from ever

accomplishing anything.

Equila

Abilities: Glide, Homing Attack, Transfer Power

Weaponry: Eglaxxor

How to Unlock: Eagle Library Free Play Mode

Cost: 150,000

Bio: Like any other Eagle, Equila is a bit of an air head. However this particular air head talks extremely fast. He is one of the fastest and most agile flyers in Chima. And those two traits make him a natural announcer when the races for the Golden Chi are on.

Ewar

Abilities: Cannon, Glide, Homing Attack, Transfer Power

Weaponry: Eagle Cannon

How to Unlock: Eagle Library Story Mode

Cost: 200,000

Bio: Ewar is brave. Ewar is strong. Ewar is true. But Ewar doesn't change direction—no matter what. He can keep a battle plan in his head from start to finish, and will follow it precisely and to great effect. But throw just one little wrench into the plans, one little miscalculation, and Ewar is completely lost.

Eglor

Abilities: Glide, Homing Attack, Transfer Power

Weaponry: Lightnix

How to Unlock: Eagle Town Free Play Mode

Cost: 150,000

Bio: Eglor can invent pretty much anything and keeps improving on the Eagle's technology, assuring they remain the most technologically advanced tribe in Chima. His calculations are scribbled in chalk halfway across Eagle Mountain. Given enough time he can work out the exact speed and trajectory needed to launch a pebble halfway across Chima so it completely incapacitates its target... as long as the battle isn't over by the time he's ready!

Elida

Abilities: Glide, Homing Attack, Transfer Power

Weaponry: Eglaxxor / Eagle Blaster

How to Unlock: Eagle Town Free Play Mode

Cost: 200,000

Eagle Scholar

Abilities: Glide, Homing Attack, Sharpshooter, Transfer Power

Weaponry: Eagle Blaster

How to Unlock: Eagle Town Free Play Mode

Cost: 40,000

Eagle Librarian

Abilities: Glide, Homing Attack, Transfer Power

Weaponry: Eglaxxor

How to Unlock: Eagle Library Free Play Mode

Cost: 10,000

Eagle Elder

Abilities: Glide, Homing Attack, Sharpshooter, Transfer Power

Weaponry: Eagle Blaster

How to Unlock: Eagle Library Story Mode

Cost: 100,000

Eagle Veteran

Abilities: Glide, Homing Attack, Transfer Power

Weaponry: Dual Eglaxxors

How to Unlock: Eagle Town Free Play Mode

Cost: 100,000

Gorilla Tribe

Gorzan

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Gamorette

How to Unlock: Complete Sanctuary Forest

Cost: N/A

Bio: Gorzan is probably the most sensitive creature in all of Chima, but don't let that fool you—he's one powerful fighter, as long as he doesn't get distracted by his love of flowers.

Grumlo

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Groundbreakor

How to Unlock: Gorilla Village Free Play Mode

Cost: 150,000

Bio: Grumlo is the Gorilla's philosophical leader. He sets the granola-groovy tone for the whole tribe as he leads them in daily yoga sessions and deep breathing meditations.

G'loona

Abilities: Cannon, Grow, Swinging Poles, Roar

Weaponry: Gorilla Cannon

How to Unlock: Sanctuary Forest Free Play Mode

Cost: 250,000

Bio: G'loona is a lovable little Gorilla girl who looks up to Gorzan and wants to be just like him. She also idolizes Eris the Eagle and is constantly trying to come along on the "big kid missions".

Grizzam

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Groundbreakor

How to Unlock: Rhino Caves Free Play Mode

Cost: 150,000

Bio: Not much is known about this mysterious white Gorilla.

Gorilla Dudette

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Gamorette

How to Unlock: Gorilla Village Free Play Mode

Cost: 5,000

Gorilla Dude

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Gamorette

How to Unlock: Gorilla Village Story Mode

Cost: 5,000

Gorilla Elder

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Groundbreakor

How to Unlock: Gorilla Village Story Mode

Cost: 40,000

Gorilla Brawler

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Gamorette

How to Unlock: Gorilla Region Hub

Cost: 20,000

Gorilla Warrior

Abilities: Grow, Power Punch, Swinging Poles, Roar

Weaponry: Gamorette

How to Unlock: Gorilla Region Hub

Cost: 10,000

Wolf Tribe

Worriz

Abilities: Dig, Track, Roar

Weaponry: Wolf Claws

How to Unlock: Complete Gorrila Village

Cost: N/A

Bio: Worriz the Wolf is a vicious, cold-hearted warrior whose only real loyalty is to the pack. Unlike most Wolves, he can fake a bit of charm occasionally, but he can't be trusted.

Chi Armor Worriz

Abilities: Dig, Track, Triple Chi Armor, Roar

Weaponry: Triple Chi Armor

How to Unlock: Complete Wolf Camp

Cost: 1,000,000

Bio: Worriz the Wolf is a vicious, cold-hearted warrior whose only real loyalty is to the pack. Unlike most Wolves, he can fake a bit of charm occasionally, but he can't be trusted.

Wakz

Abilities: Dig, Track, Roar

Weaponry: Dual Vengious of Honor

How to Unlock: Rhino Caves Free Play Mode

Cost: 150,000

Bio: Wakz is a very cunning and skilled pack elder. He swore the legendary Pledge of the Pack to Crominus, and in return, received the unbreakable Vengious of Honor.

Wilhurt

Abilities: Dig, Track, Roar

Weaponry: Jahakastaff

How to Unlock: Wolf Camp Story Mode

Cost: 200,000

Bio: Wilhurt only has two ambitions: to hunt and to fight. When he's not doing either he goes a little crazy, so it's best to keep him occupied.

Windra

Abilities: Cannon, Dig, Track, Roar

Weaponry: Wolf Cannon

How to Unlock: Wolf Camp Story Mode

Cost: 250,000

Bio: Don't be fooled by Windra's snowy-white fur, because she has one of the blackest hearts of the Wolf tribe. She uses her color to lure victims in who might think she is all soft and furry, but the moment anyone is within striking range, she pounces.

Winzar

Abilities: Dig, Track, Roar

Weaponry: Slizar

How to Unlock: Rhino Canyon Story Mode

Cost: 150,000

Bio: Winzar doesn't know the word fear. Really, he has no clue what it means. Strong, fast, and cunning, he'll be the first over the top of the hill, attacking enemies. The mere sight of him loping over the terrain is often enough to scatter lesser foes.

Wolf Veteran

Abilities: Dig, Track, Roar

Weaponry: Deremptior

How to Unlock: Wolf Camp Story Mode

Cost: 20,000

Wolf Huntress

Abilities: Dig, Track, Roar

Weaponry: Dirimous / Wolf Blaster

How to Unlock: Wolf Camp Story Mode

Cost: 15,000

Wolf Hunter

Abilities: Dig, Track, Roar

Weaponry: Dirimous / Wolf Blaster

How to Unlock: Wolf Camp Story Mode

Cost: 15,000

Rhino Tribe

Rogon

Abilities: Charge Attack, Rock On, Roar

Weaponry: Jahakastaff

How to Unlock: Complete Rhino Canyon

Cost: N/A

Bio: There's only one thing Rogon likes more than mixing it up with his pals on the battlefield, and that's to party! He's always looking for a good time and will skip any skirmish for the opportunity to have a bodacious bash with his buds!

Rukus

Abilities: Charge Attack, Rock On, Roar

Weaponry: Jahakastaff

How to Unlock: Rhino Canyon Free Play Mode

Cost:150,000

Bio: Rukus and his best buddy Runk are big, beefy, bumbling Rhinos who love to boast that they have double the muscle when they're together. The truth is, they also have half the brain.

Runk

Abilities: Charge Attack, Rock On, Roar

Weaponry: Rhino Hammer

How to Unlock: Rhino Caves Free Play Mode

Cost: 150,000

Bio: The only thing Runk and his best buddy Rukus love more than riotous laughing is riotous fighting. On the plus side, they never hold a grudge. Battle is a sport to them, and win or lose, once the fight is over they have no hard feelings towards anyone.

Rhino Brawler

Abilities: Charge Attack, Rock On, Roar

Weaponry: Jahakastaff

How to Unlock: Rhino Quarry Hub

Cost:10,000

Rhino Fighter

Abilities: Charge Attack, Rock On, Roar

Weaponry: Jahakastaff

How to Unlock: Rhino Quarry Hub

Cost: 10,000

Rhino Veteran

Abilities: Charge Attack, Rock On, Roar

Weaponry: Rhino Hammer

How to Unlock: Rhino Caves Story Mode

Cost: 15,000

Rhino Warrior

Abilities: Charge Attack, Rock On, Roar

Weaponry: Rhino Hammer

How to Unlock: Rhino Caves Story Mode

Cost: 5,000

Crocodile Tribe

Cragger

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Vengdualise

How to Unlock: Complete Croc Swampland

Cost: N/A

Bio: Cragger has always been a highly competitive Croc who lives for the rush of victory. He used to be best friends with Laval, but Cragger broke the rules to get his first taste of Chi before he was old enough to handle its awesome power. Conflict broke out between the Lions and the Crocs and Cragger's parents were lost in an unfortunate accident. Now Cragger seeks revenge against the Lions and control of the Chi.

Chi Armor Cragger

Abilities: Dive, Resist Toxin, Spin Jump, Swim, Triple Chi Armor

Weaponry: Triple Chi Armor

How to Unlock: Complete Wolf Camp

Cost: 800,000

Bio: Cragger has always been a highly competitive Croc who lives for the rush of victory. He used to be best friends with Laval, but Cragger broke the rules to get his first taste of Chi before he was old enough to handle its awesome power. Conflict broke out between the Lions and the Crocs and Cragger's parents were lost in an unfortunate accident. Now Cragger seeks revenge against the Lions and control of the Chi.

Crooler

Abilities: Dive, Resist Toxin, Sharpshooter, Spin Jump, Swim

Weaponry: Dual Croc Blasters

How to Unlock: Croc Fort Story Mode

Cost: 300,000

Bio: Crooler is Cragger's ambitious and conniving twin sister, and some Crocs think she's the real authority in the tribe. She knows all of Cragger's insecurities and uses them to manipulate him into following her devious schemes.

Crawley

Abilities: Cannon, Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Croc Cannon

How to Unlock: Croc Swampland Free Play Mode

Cost: 200,000

Bio: Crawley, along with Crug, is one of Cragger's favored henchmen. He is wiry, nervous, quick, and able to wear down his enemies with a hundred little stings.

Crug

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Ripporous

How to Unlock: Croc Fort Free Play Mode

Cost: 150,000

Bio: Crug is Cragger's most loyal and obedient henchman. He's big, strong, and never questions orders. However, despite his dangerous nature, he sleeps with a teddy bear he calls "Mr. FlipperLovey".

King Crominus

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Royal Hakraxx

How to Unlock: Croc Fort Story Mode

Cost: 500,000

Bio: Cragger's father King Crominus ruled the Crocodile tribe before he and his wife were lost. He didn't like the Lions, but always respected them and ruled with logic and common sense, unlike the hot-headed Cragger.

Croc Sister

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Vengious

How to Unlock: Croc Swampland Free Play Mode

Cost: 5,000

Croc Brother

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Vengious

How to Unlock: Croc Swampland Story Mode

Cost:5,000

Croc Veteran

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Vengdualise

How to Unlock: Croc Territory Hub

Cost: 40,000

Croc Huntress

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Vengious / Croc Blaster

How to Unlock: Croc Fort Story Mode

Cost: 30,000

Croc Hunter

Abilities: Dive, Resist Toxin, Spin Jump, Swim

Weaponry: Vengious / Croc Blaster

How to Unlock: Croc Fort Free Play Mode

Cost: 30,000

Bear Tribe

Bladvic

Abilities: Fishing, Roar, Swim

Weaponry: Cudgellor

How to Unlock: Spiral Mountain Free Play Mode

Cost: 250,000

Bio: Bladvic is one of the stronger and more powerful warriors in Chima—at least when he can stay awake. If he had it his way, Bladvic would spend all his time asleep in his hammock by the river instead of being dragged into battle.

Balkar

Abilities: Fishing, Roar, Swim

Weaponry: Cudgellor

How to Unlock: Rhino Canyon Story Mode

Cost: 200,000

Bio: Balkar is an incredibly powerful, but incredibly sleepy, bear. He's always "power snoozing" with his pal Bungey, but somehow one is always alert enough to wake the other one up.

Bungey

Abilities: Fishing, Roar, Swim

Weaponry: Cudgellor

How to Unlock: Sanctuary Forest Story Mode

Cost: 200,000

Bio: Bungey and his pal Balkar are two of the sleepiest bears you'll ever meet, but somehow they always manage to time their power naps at incredibly beneficial times.

Bozy

Abilities: Fishing, Roar, Swim

Weaponry: Cudgellor

How to Unlock: Eagle Library Free Play Mode

Cost: 150,000

Bumpy

Abilities: Fishing, Roar, Swim

Weaponry: Cudgellor

How to Unlock: Eagle Grasslands Hub

Cost: 150,000

Raven Tribe

Razar

Abilities: Glide, Pick Lock

Weaponry: Vengjacked

How to Unlock: Gorilla Village Free Play Mode

Cost: 250,000

Bio: Scheming Razar only cares about one thing—profit. He's always working some kind of angle, whether he's trying to sell you your own property or simply cashing in on the arguments of other tribes. This self-centered Raven is always looking for new ways to con you out of your money.

Rawzom

Abilities: Glide, Pick Lock

Weaponry: Slashersekt

How to Unlock: Sanctuary Forest Free Play Mode

Cost: 300,000

Bio: Rawzom seems to act as the head of the Raven tribe, though he was never officially appointed or elected. He most likely just bribed someone. Or perhaps it's his gold-plated beak that convinced everyone. He is a natural spearhead for the tribe and always has a scheme brewing in his mind that will benefit the Ravens.

Razcal

Abilities: Glide, Pick Lock

Weaponry: Dual Bulwarks

How to Unlock: Sanctuary Forest Story Mode

Cost: 200,000

Bio: All Ravens steal, but not all of them count. That's where Razcal comes in. He keeps track of everything the Ravens "acquire" and figures out its value, so Razcal's "official count" is often a barometer of success within the tribe.

Rizzo

Abilities: Cannon, Glide, Pick Lock

Weaponry: Bazooklaw

How to Unlock: Croc Swampland Story Mode

Cost: 250,000

Bio: A scruffy scavenger with ragged feathers, an eye patch, and a metal peg leg, Rizzo prides himself on being the bottom of the bottom feeders. Even Ravens have a slight bit of dignity. Not Rizzo. He has proudly nicknamed himself the "Shah of Shamelessness".

Raven Veteran

Abilities: Glide, Pick Lock

Weaponry: Slizar

How to Unlock: Rhino Canyon Story Mode

Cost: 30,000

Raven Bomber

Abilities: Glide, Pick Lock, Sharpshooter

Weaponry: Vengjacked / Raven Blaster

How to Unlock: Sanctuary Forest Story Mode

Cost: 30,000

Raven Warrior

Abilities: Glide, Pick Lock, Sharpshooter

Weaponry: Raven Blaster

How to Unlock: Croc Territory Hub

Cost: 25,000

Nomad Tribe

Skinnet

Abilities: Crawl, Sharpshooter, Skunk

Weaponry: Skunk Blaster

How to Unlock: Spiral Mountain Free Play Mode

Cost: 700,000

Bio: Nothing ever seems to go right for Skinnet. His tribe has vanished, his mightiest weapon is a foul stench, and everything he does seems to backfire. However everyone likes Skinnet—they just can't stand to be around him and his odor for too long.

Furtivo

Abilities: Climb, Crawl

Weaponry: Kutee

How to Unlock: Croc Swampland Story Mode

Cost: 600,000

Bio: Furtivo the Fox is most commonly known as Furty. He is distantly related to the Wolves, but couldn't be much more different. Being the ultimate loner, Furtivo rarely does anything that doesn't benefit himself. An orphan all of his life, he has learned to center the world around himself.

Dom de la Woosh

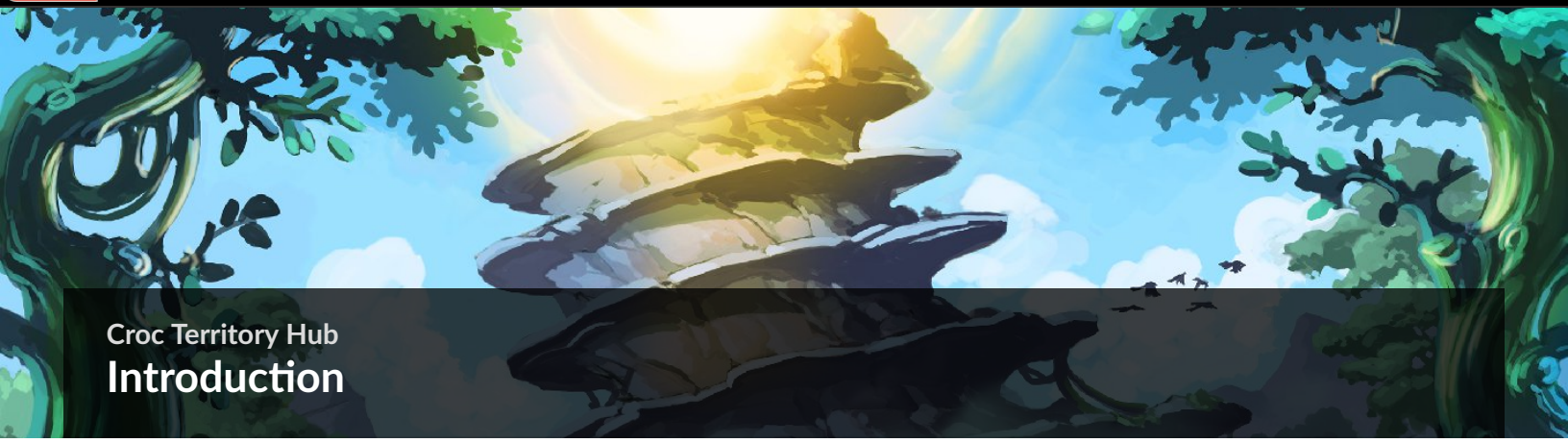
Abilities: Dazzle, Sharpshooter

Weaponry: Dual Blasters

How to Unlock: Spiral Mountain Free Play Mode

Cost: 600,000

Bio: Dom de la Woosh is a superstar Speedor racer. His speed is matched only by his charming charisma, which makes everyone his biggest fan.



Croc Territory Hub

Introduction

Croc Territory Extras

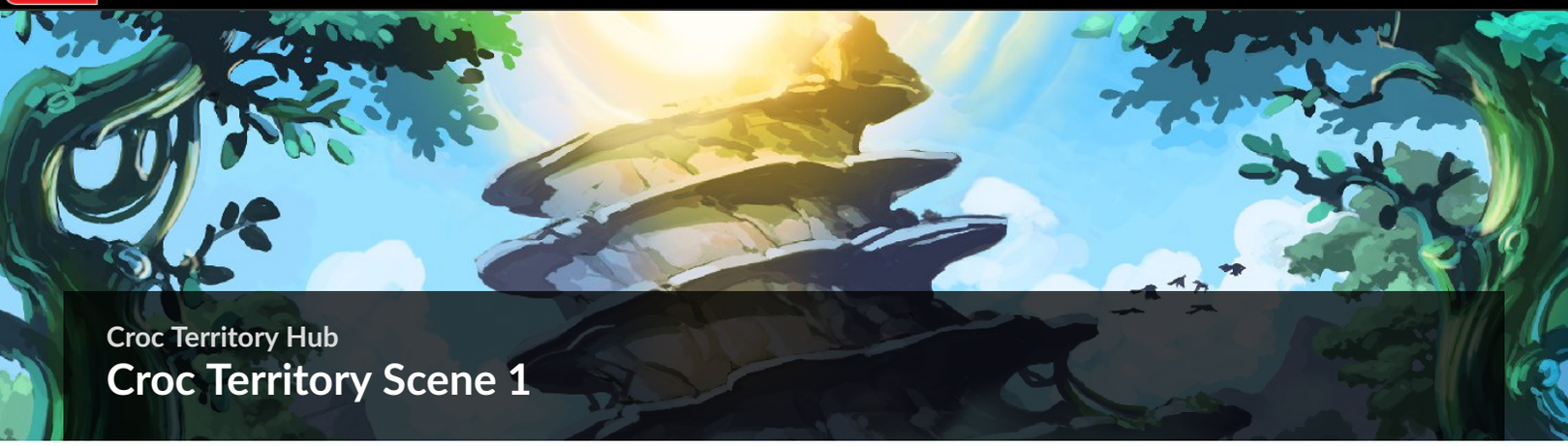
Icon	Name	Notes	Power	Cost
	x10 Studs	Talk to Skinnet and give him the Scentful Flower, Stink Bug, and Pure Glacial Water to unlock an Extra.	Studs x10	20,000,000

Croc Territory Collectibles

Icon	Name	Notes
	Crocodile Tribe Wheel	Destroy five crocodile statues to reveal the wheel.
	Croc Tribe Bio	Power up a wolf and dig at a dig spot.
	Beaver Tribe Bio	Power punch a red switch as a gorilla and then, as a nomad, crawl through a hatch. Change to an eagle and soar across to the bio.
	Croc Fort Bio	As a gorilla, power punch a red switch. Then, as a crocodile, assemble a switch. Pull it and then get up to a high platform while avoiding obstacles to get the bio.
	Croc Swamp Bio	Find cranks and levers in Beaver Village to reconnect three sections of a water flume to get the bio.

Croc Territory Character Tokens

Icon	Name	Notes	Cost
	Raven Warrior	As a bear, use a fishing pole at a dock to get this character token.	25000
	Croc Veteran	As a crocodile, swim out into the swampy water and use a spin jump to get this character token.	40000



Croc Territory Hub

Croc Territory Scene 1

x10 Studs Extra

Cost to Buy: 20,000,000

Requirements: Scentful Flower, Stink Bug, and Pure Glacial Water

Skinnet is looking for three treasures. First is the Scentful Flower, which can be found in the Sanctuary Forest during Free Play mode. Next is the Stink Bug from the Croc Swampland in Story mode. The final treasure is the Pure Glacial Water from the Eagle Library in Free Play mode. Bring these items to Skinnet and he will unlock an Extra for you.

Raven Warrior Character Token

Cost to Buy: 25,000

Stop at the dock near the entrance to Croc Territory and switch to a bear. Use the fishing pole to pull a character token out of the water.

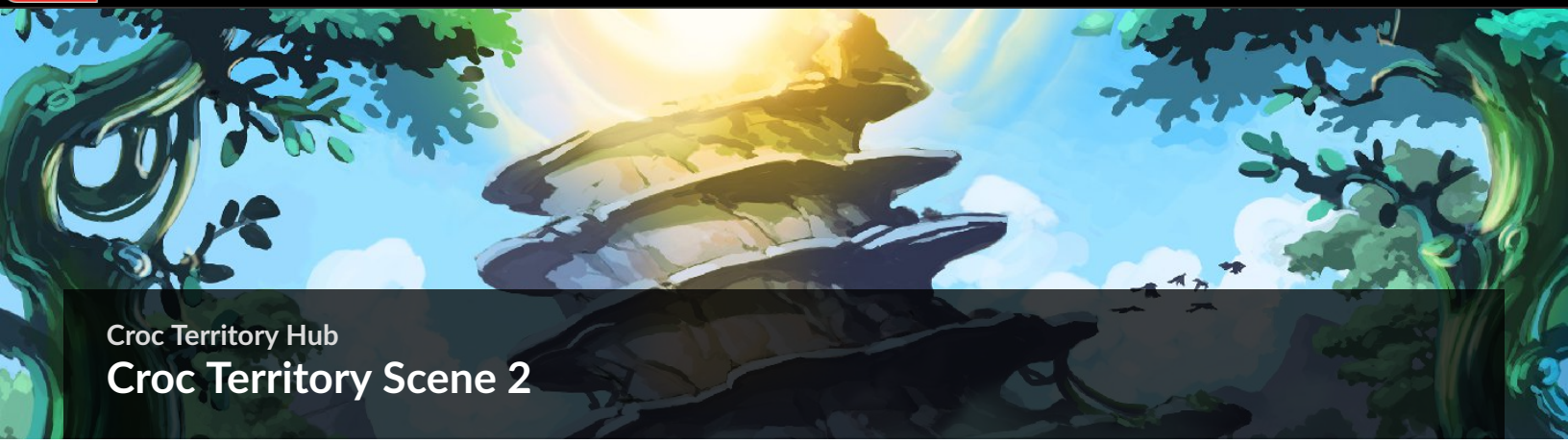
Croc Veteran Character Token

Cost to Buy: 40,000

As a crocodile, swim out into the swampy water near the large stone crocodile head. Look for a swirl to the right of the head and spin jump while underwater to shoot up out of the water and grab the character token.

Crocodile Tribe Bio

Switch to a wolf and power up with Chi. Then dig up a large dig spot to recover the bio for the Crocodile Tribe.



Croc Territory Hub

Croc Territory Scene 2

Crocodile Tribe Wheel

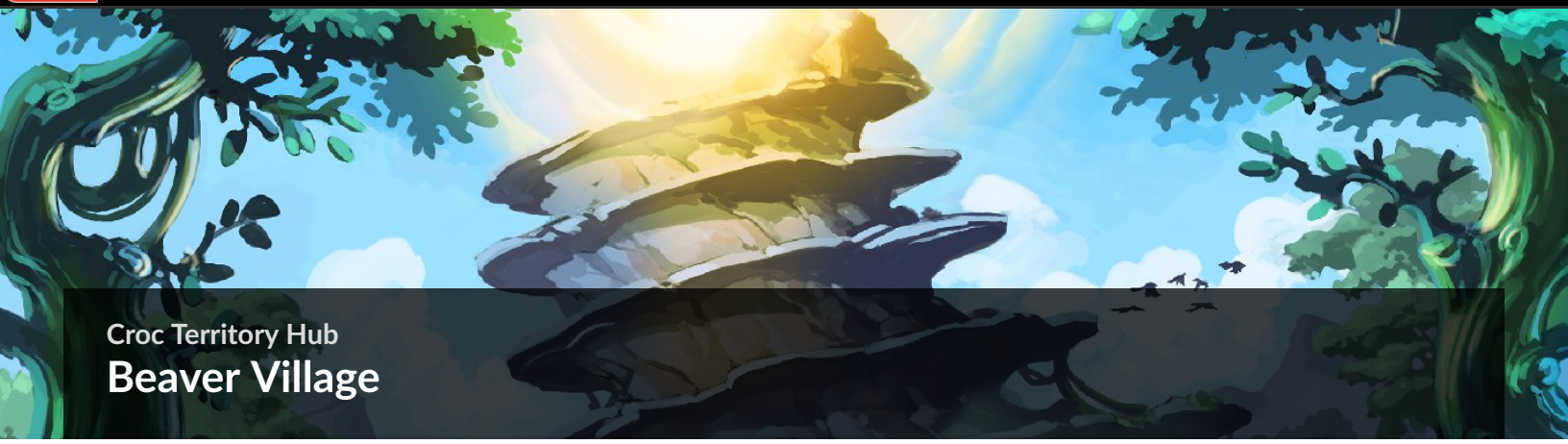
To get the Crocodile Tribe Wheel, you need to destroy five crocodile statues. Two of them are under the water. One is along the walkways above the water. To get to a fourth statue, switch to a bear and fish off of a dock to get a handle. Carry the handle to a crank and turn it to open a door. Walk into the building to find the statue. The last statue is behind a rock wall. Use a rhino's charge attack to break through. Then pick up the wheel in a small alcove where it was hidden inside a small stone crocodile head.

Beaver Tribe Bio

As a gorilla, power punch a red switch to open a door. Then switch to a nomad and crawl through a hatch. Select Eris and soar down to a lower platform where you can pick up the bio. Jump up and grab on to a zip line to exit this area.

Croc Fort Bio

In the same building you opened with the crank, use a gorilla to power punch a red switch. This opens a pipe and toxic goo spills out. Switch to a crocodile and assemble some pieces in the goo into a switch. Pull on the switch to open a cage, revealing the bio. Now you have to climb handholds, move across a balance beam while avoiding spears, and then use Wall Run pads—while being careful to avoid a buzzsaw—in order to make your way up the walls of the building to the platform where the bio is located.



Croc Territory Hub

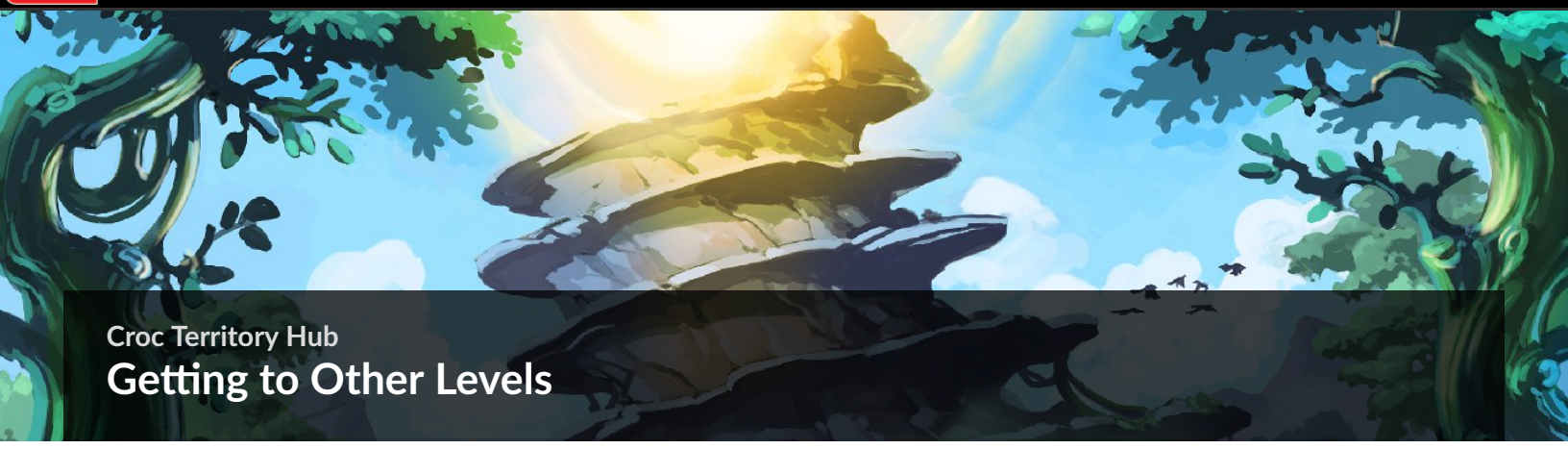
Beaver Village

Croc Swamp Bio

The Croc Swamp Bio is located near the entrance to the area. However, it is in a tank. To get it out, you must reconnect three sections of a water flume to fill the tank so the bio will float up to the top. Start off by switching to Laval and using Roar next to a stone wall. After the stone wall breaks, climb a pounce wall and push a cart along a checkered path. Jump down and assemble handles onto a door. Power up with Chi and pull on the handles. Then turn a crank inside the beaver hut to connect the first section of the flume.

Now move across a tightrope and break a crate. Assemble the pieces into a lever and push it to raise a wooden platform. Jump across the platform and some small steps to get to a handle. Carry it back to the wooden walkway and insert it into a crank. Turn the crank to connect the second section of the flume.

Switch to a gorilla and power punch a red switch on the far side of the area. Pick up the handle and use it to turn a crank to bring up a chest of bricks. Assemble them into a lever and push the lever to connect the last part of the flume. Now head back to the tank and get the bio.



Croc Territory Hub

Getting to Other Levels

Croc Swampland

Switch to Rogon and power up with Chi. Then charge attack a large rock wall near the swampy water. Once it is broken down, you can access the pad that takes you to the Croc Swampland.

Croc Fort

Switch to Cragger and get to the second scene of the Croc Territory. Then walk to the end of the dock and jump down into the water.

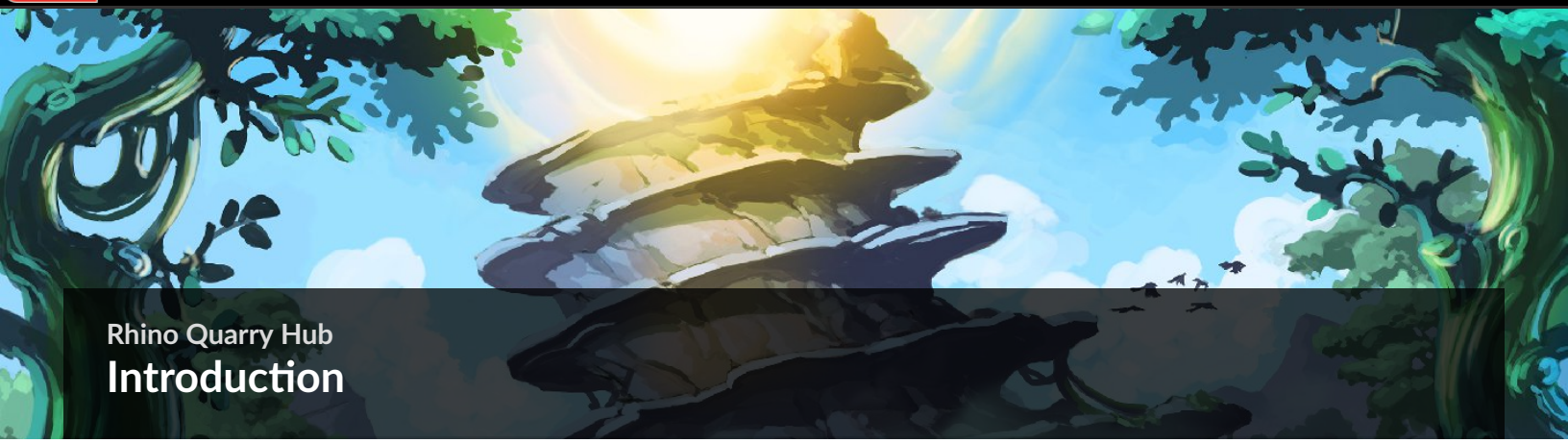
Sink down into the water and attack the plants that have tangled up the steps so that, once released, they float up to the surface.

Jump back up onto the docks and then jump across the steps to get to the pad that takes you to the Croc Fort.

Beaver Village

Attack a tree next to the water to knock it down so logs are floating in the water.

Jump across on the logs to get to a wooden walkway that takes you to the Beaver Village.



Rhino Quarry Hub

Introduction

Rhino Quarry Extras

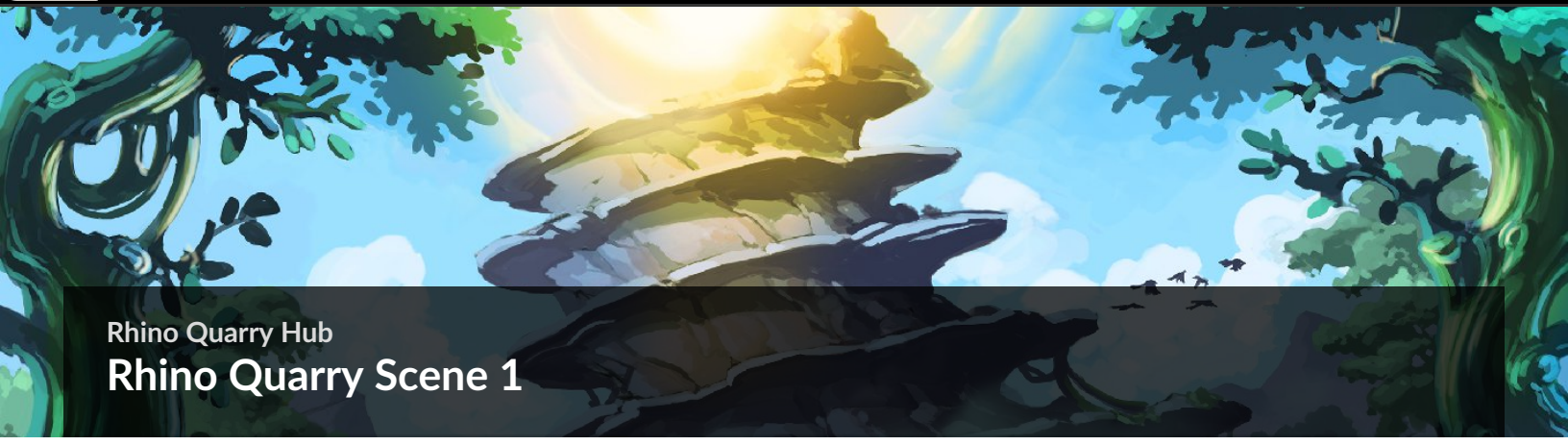
Icon	Name	Notes	Power	Cost
	Helium Voices	Give Rukus a set of Dumbbells.	Helium Voices	5,000,000
	Treasure Detector	Find the Ordinary Rock and bring it to Runk.	Detects Treasure	250000

Rhino Quarry Character Tokens

Icon	Name	Notes	Cost
	Rhino Brawler	Destroy three crocodile statues.	10000
	Rhino Fighter	Turn a crank to lower a rock wall, then use a rhino to charge attack and break the wall.	10000

Rhino Quarry Collectibles

Icon	Name	Notes
	Wolf Tribe Wheel	Get up to two higher platforms, push the stone rhino heads down to the ground, and assemble switches to open a door.
	Rhino Tribe Bio	Water a grow spot as a gorilla and then break some rocks to get this bio.
	Rhino Quarry Bio	Power up and pull handles on a door, soar up a fan as Eris, and use Roar as Laval to break a rock to find the bio.
	Nomad Tribe Bio	Break rock walls as a rhino, then power punch red switches as a gorilla to open doors to get the bio.
	Rhino Caves Bio	Turn a crank to solve a maze puzzle and earn a bio as a reward.



Rhino Quarry Hub

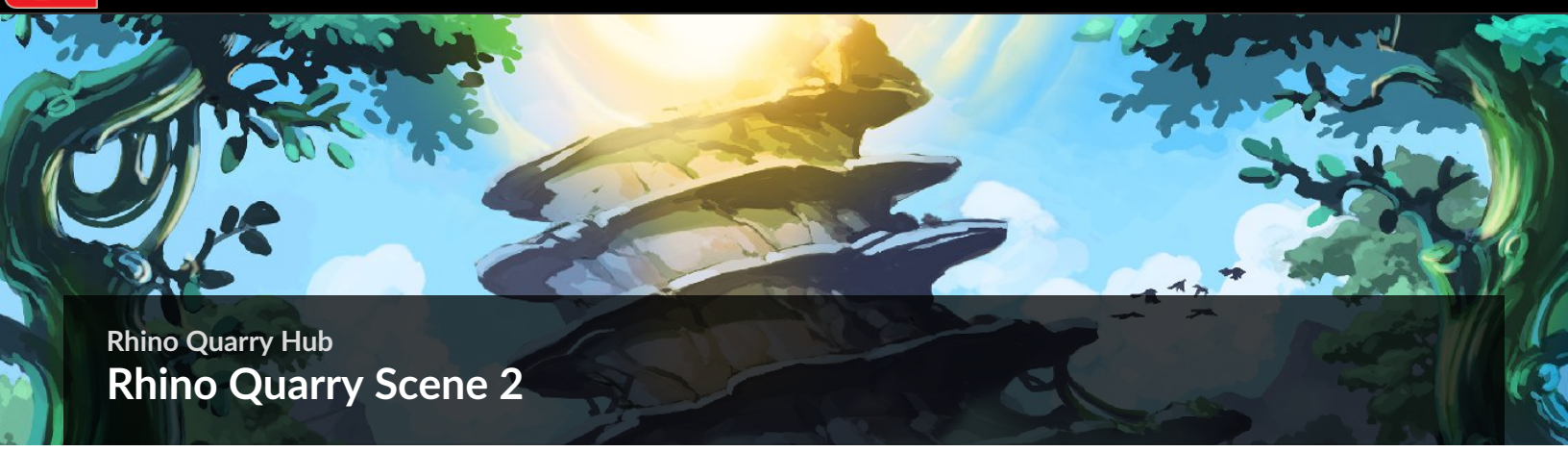
Rhino Quarry Scene 1

Rhino Tribe Bio

Select Gorzan and water a grow spot. A rock grows up from the ground. Attack the rock and break it to get the Rhino Tribe bio.

Rhino Quarry Bio

Power up one of your characters with Chi and pull on the handles to open a door. Switch to Eris and use the fan to soar up to a higher ledge. Switch back to Laval and move across a Wall Run pad. Then use Roar to break a stone and reveal the Rhino Quarry bio.



Rhino Quarry Hub

Rhino Quarry Scene 2

Helium Voices Extra

Cost to Buy: 5,000,000

Requirements: Dumbbells

Talk to Rukus. He wants a set of Dumbbells. These can be found in the Rhino Canyon level in Story mode. Bring them back here to unlock an Extra that makes your characters have high voices when they talk.

Treasure Detector Extra

Cost to Buy: 250,000

Requirements: Ordinary Rock

Runk is looking for the Ordinary Rock. You can find it in the Rhino Caves level in Story mode. Bring it back to Runk and he will unlock an Extra that helps you find treasure that you need to unlock more Extras.

Rhino Brawler Character Token

Cost to Buy: 10,000

There are three crocodile statues scattered about the two scenes—one in the first scene and two in the second scene. Seek them out and destroy them. The first two are fairly easy to find. To get the last statue, you need to drop down onto a wooden platform from the ramp leading down from scene 1 and then walk across a tightrope. The character token appears when you destroy the third statue.

Rhino Fighter Character Token

Cost to Buy: 10,000

Turn a crank to lower a rock wall. Another rhino runs into it and gets stuck. Switch to a rhino yourself and charge attack the wall from the opposite side. When it breaks, you are rewarded with a character token.

Wolf Tribe Wheel

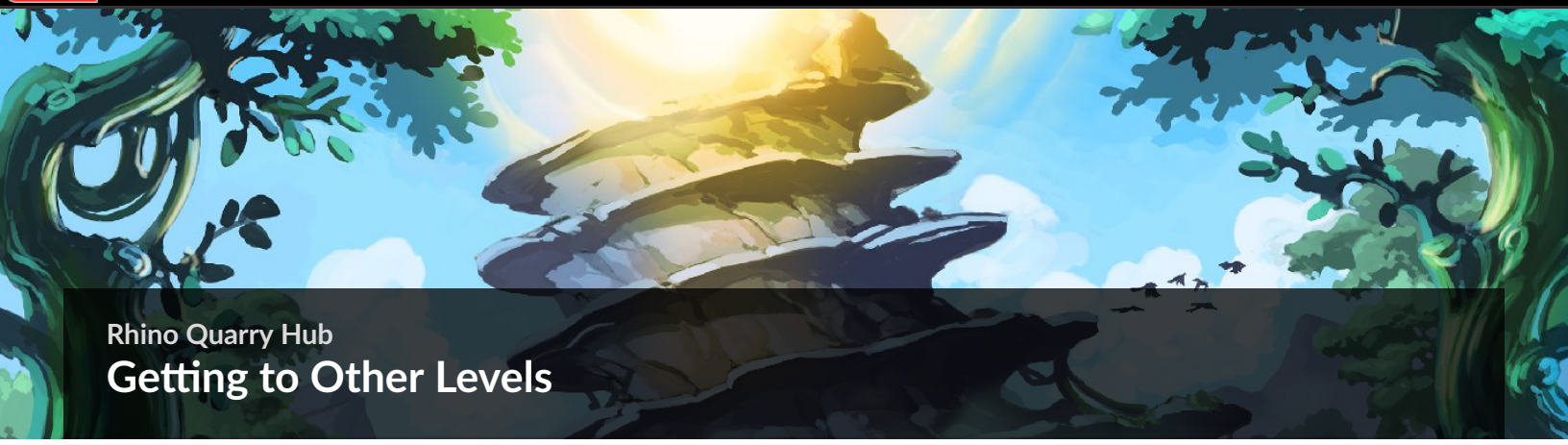
This wheel is located behind double locked doors. Use a wolf to dig up some pieces to assemble a climbing wall. Climb the wall and push a stone rhino head off a platform to the ground. Assemble the pieces into a switch and pull it to open one door. Break a rock wall with a charge attack by a rhino, then switch to a nomad and crawl through a hatch to get to a higher platform. Push another stone rhino head to the ground and assemble another switch. This opens the second door so you can get the wheel and add it to your collection.

Nomad Tribe Bio

This bio is behind two locked doors. To open it, you need to use a rhino to charge attack two rock walls to either side of the doors. Then switch to a gorilla and power punch the red switches located behind the rock walls to open the doors.

Rhino Caves Bio

Turn a crank to rotate a maze puzzle. You need to get two balls into two slots in order to earn the bio as a reward.



Rhino Quarry Hub

Getting to Other Levels

Rhino Canyon

Use Laval's Roar to break open a stone wall so you can climb a pounce wall to a higher ledge.

Push a rock off of the ledge and then pick up a brick from the pile on the ground. Carry it to the door to the right.

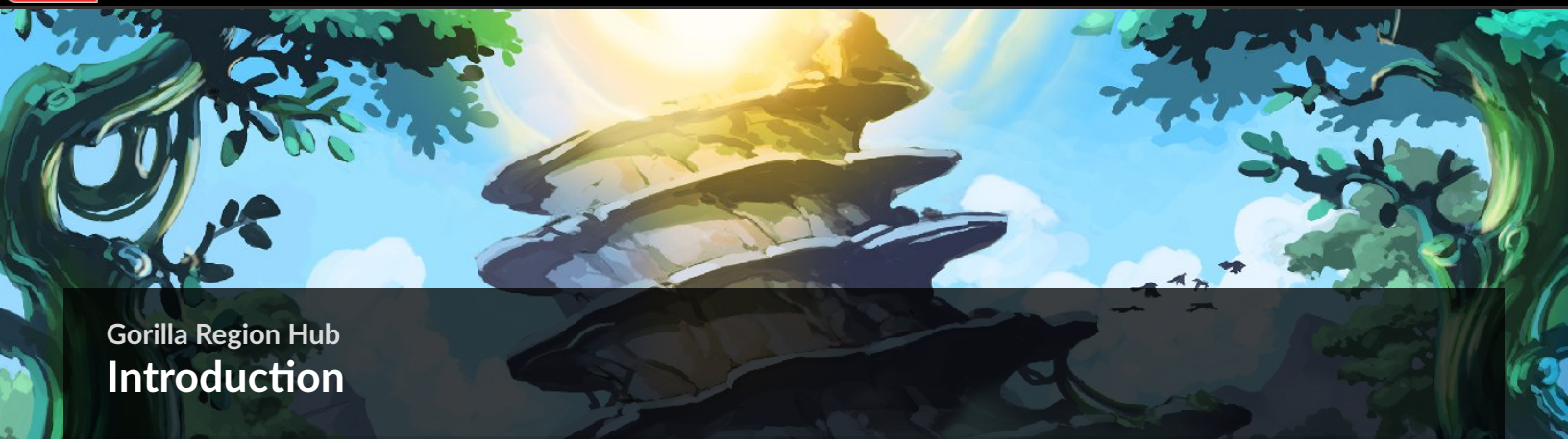
Switch to Worriz and follow a scent trail to a dig spot. Dig up another piece and carry it to the door. The third piece is near the door. Assemble the pieces onto a wooden platform to open the door and reveal the pad that will take you to Rhino Canyon.

Rhino Caves

Push or pull four large stone rhino horns along checkered pads into slots.

Once all four horns are in position, several platforms extend out into the pit in the middle of the area.

Walk down the platform to get to the pad to the Rhino Caves.



Gorilla Region Hub

Introduction

Gorilla Region Character Tokens

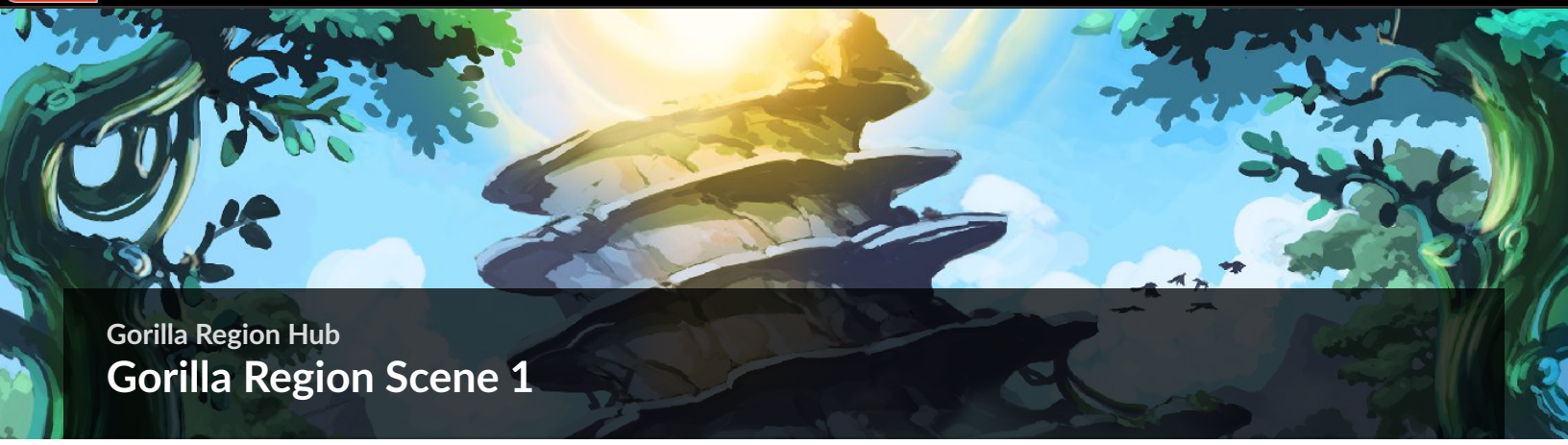
Icon	Name	Notes	Cost
	Gorilla Brawler	As a crocodile, jump into the pond and get the character token off the bottom.	20000
	Gorilla Warrior	Destroy four gorilla statues.	10000

Gorilla Region Extras

Icon	Name	Notes	Power	Cost
	Character Token Detector	Give the Cuddly Toy to G'loona to unlock this Extra.	Detects Character Tokens	250000
	x6 Studs	Talk to Ripnik and give him the give him the Fine Fruit and Rare Vegetable to unlock an Extra.	Studs x6	800000
	Invincibility	Give the Bear Net, Shiny Rock, and Catapult Counter Weight to Bladvic	Invincibility	20,000,000

Gorilla Region Collectibles

Icon	Name	Notes
	Gorilla Tribe Wheel	Pull on the handles to open the four houses in the Gorilla Region area.
	Bear Tribe Bio	Climb into a turret and win the shooting gallery game.
	Gorilla Tribe Bio	Open a door to a house after assembling a handle on the door.
	Sanctuary Forest Bio	Soar across some open space as Eris to get to a house with the bio inside.
	Gorilla Village Bio	Get to the upper ledges in the Bear Cave and make your way to the end of these ledges.



Gorilla Region Hub

Gorilla Region Scene 1

Character Token Detector Extra

Cost to Buy: 250,000

Requirements: Cuddly Toy

Get the Cuddly Toy in the Gorilla Village level during Free Play mode, then bring it back to G'loona to get this Extra.

Gorilla Brawler Character Token

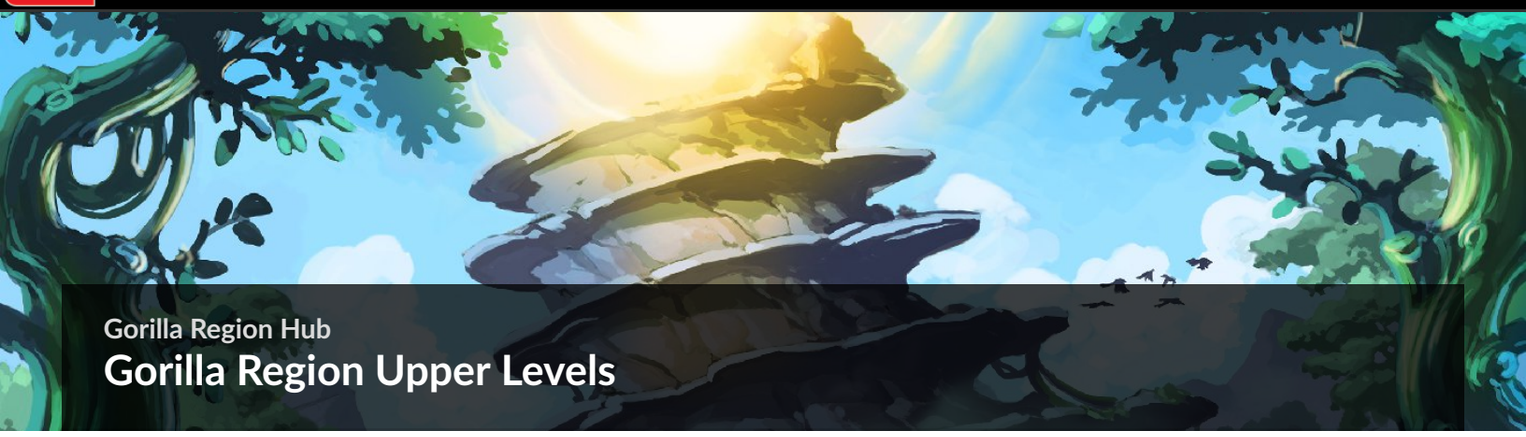
Cost to Buy: 20,000

Select a crocodile and jump into the small pond. Sink down to the bottom to collect the character token.

Gorilla Tribe Wheel

There are four houses on the ground around the base of the large tree. Power up a character with Chi and pull on the handles to open the doors of these four houses. The Gorilla Tribe Wheel will appear inside the fourth house you open.

Select a rhino, power up with Chi, and do a Rock On attack to break a rock on the ground. A purple stud is in the hole beneath the rock.



Gorilla Region Hub

Gorilla Region Upper Levels

x6 Studs Extra

Cost to Buy: 800,000

Requirements: Fine Fruit and Rare Vegetable

Make your way around the side of the tree to talk to Ripnik. He wants a Fine Fruit and a Rare Vegetable. In return, he unlocks an Extra for you.

Gorilla Warrior Character Token

Cost to Buy: 10,000

There are four gorilla statues scattered about in the Upper Levels. Seek them out and destroy them. The character token appears when you destroy the fourth statue.

Bear Tribe Bio

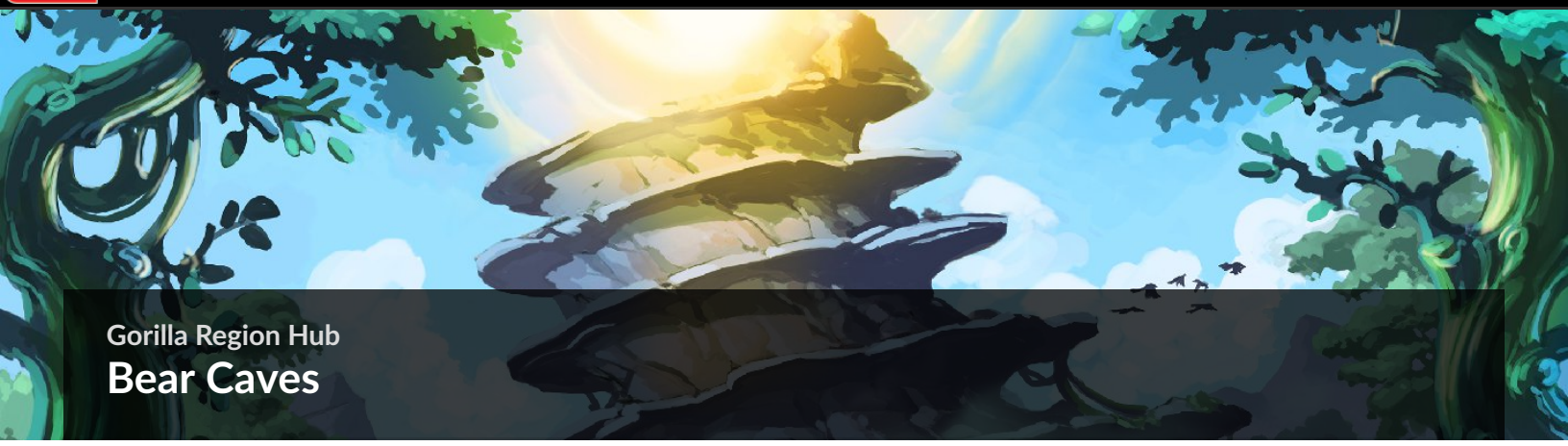
Use the turret to do a shooting gallery. Shoot at falling acorns to meet the required score. Win three rounds to earn the Bear Tribe Bio. Continue playing to get more studs.

Gorilla Tribe Bio

Assemble the pieces near a house into a handle on the door of the house. Then power up with Chi and pull on the handle to open the door. The bio is inside.

Sanctuary Forest Bio

Select Eris and soar across open space, following a trail of studs, and land on the porch of a house. Enter to get the bio. Pull on a switch inside to activate a fan so you can soar up into the air to get back to the main walkway.



Gorilla Region Hub

Bear Caves

> **Note**
>
> To get into the cave itself, you will need a bear in your group.

Character Token Detector Extra

Cost to Buy: 20,000,000

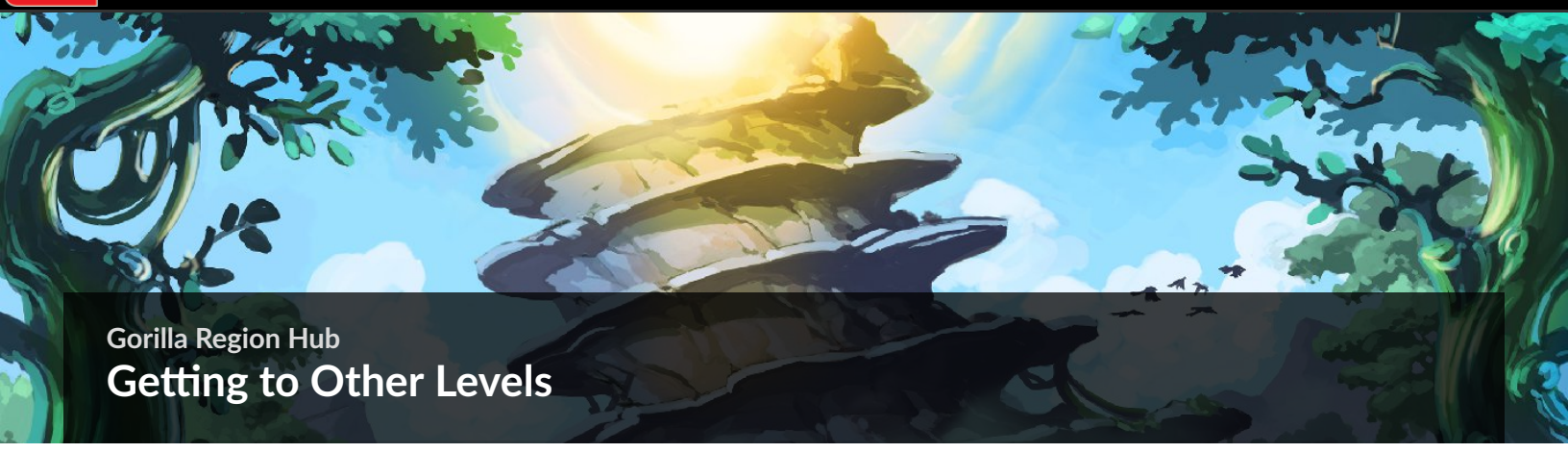
Requirements: Bear Net, Shiny Rock, and Catapult Counter Weight

Get to the end of the cave. Swim across the water as a bear to talk to Bladvic. Give him the Bear Net and Shiny Rock, both of which you can get in the Wolf Camp level in Free Play mode, and the Catapult Counter Weight found during Free Play in the Eagle Town level. This unlocks an Extra for you.

Gorilla Village Bio

Switch to a rhino inside the cave and perform a Rock On move to break open rock on the ground. This releases a geyser that propels you up to the higher ledge. Ride a zip line across the cave and then wait for the wind to stop blowing to get past openings. Walk across a balance beam and then jump across to a small platform where you can get the bio as well as a purple stud.

Get into the Bear Cave and, as a bear, use the fishing poles at five different locations to pull out chests. After you find all five, a large stash of studs, including a purple stud, appears on an island.



Gorilla Region Hub

Getting to Other Levels

Sanctuary Forest

Make your way across a stream and a pond, and then destroy a dangerous plant before using Roar as Laval to break open a stone wall. Turn the crank inside to open the gate and enter the Gorilla Region.

Hit some bricks and then assemble them into a claw wall. Use it to get over a large root and into another section of the area.

Use a Chi pad to power up and then pull on handles on a door attached to a tree. Climb a wall in the tree to get up to a walkway.

Switch to Eris and shoot at two targets in alcoves to lower a pad to the ground that can take you to the Sanctuary Forest.

Gorilla Village

Near the entrance to the Gorilla Region, switch to Gorzan and water a grow spot to cause a mushroom to grow. Bounce on it to get over a large root and into another part of the area.

Climb up a pounce wall to get to a series of walkways that are built around the trunk of the large tree.

As Gorzan, swing across a series of poles to get across a gap. Continue around to the pad to the Gorilla Village.

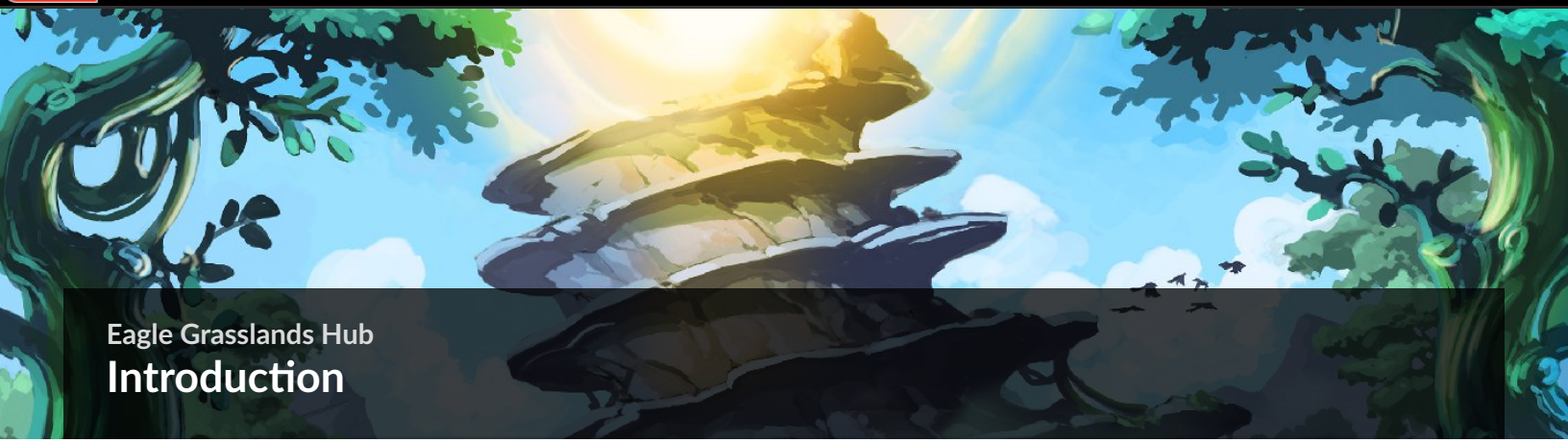
Gorilla Region Upper Levels

You need a nomad to get to the Upper Levels. They are the only characters capable of crawling though the hatch next to the pad to the Gorilla Village.

Bear Caves

Use a nomad to crawl through the hatch at the back of the area where the pad to the Sanctuary Forest is located. Then follow the path past a couple bear statues to get to the Bear Caves area.

Select a bear and use the fishing pole on the dock to pull a lever out of the water. Attach the lever to a statue and then rotate the statue and roll out a bridge you can cross to get to the cave.



Eagle Grasslands Hub

Introduction

Eagle Grasslands Extras

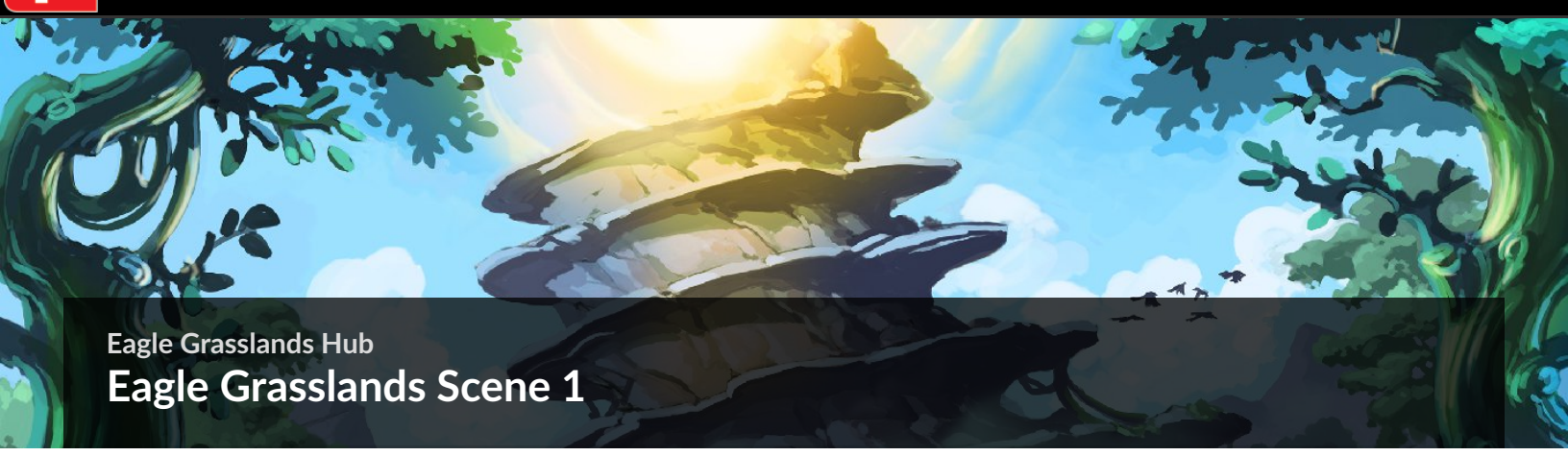
Icon	Name	Notes	Power	Cost
	Super Build	Give Wilhurt the Grinding Stone.	Super Build	5,000,000
	Triple Chi Power	Give Ewald the Croc Tablet and the Rhino Tablet.	Chi x3	5,000,000
	Stud Magnet	Give Eglor's Chalk and Sturdy Wood to Eglor.	Attract Studs	5,000,000

Eagle Grasslands Character Tokens

Icon	Name	Notes	Cost
	Bumpy	Power up a wolf and dig down to a underground level. Use a nomad, crocodile, and gorilla to get the character token.	150000
	Leonidas	Shoot at targets to win a game and get this character token.	50000

Eagle Grasslands Collectibles

Icon	Name	Notes
	Eagle Tribe Wheel	Find three Chi power nodes and transfer power as Eris to three Eagle Towers.
	Eagle Tribe Bio	As a gorilla, power punch red switches to solve a puzzle to receive this bio.
	Eagle Town Bio	Find four jigsaw puzzle pieces and assemble the puzzle to get a bio.
	Wolf Tribe Bio	Power punch a red switch as a gorilla. Swing across poles, then solve a maze puzzle to get this bio.
	Eagle Library Bio	Play hide and seek on Forever Rock to get this bio.



Eagle Grasslands Hub

Eagle Grasslands Scene 1

Super Build Extra

Cost to Buy: 5,000,000

Requirements: Grinding Stone

You must find the Grinding Stone in the Rhino Canyon level. You can do this during Story mode. Bring the sword to Wilhurt to unlock this Extra.

Bumpy Character Token

Cost to Buy: 150,000

Power up a wolf and dig at a dig spot on the island. Switch to a nomad and crawl through a hatch. Select a crocodile and drop down into the water. Power up with Chi and then pull on the handles to open a gate. Swim up to the surface and move along a corridor. Push a crate into the water, then continue pushing it to the right while under water. Swim up to a chamber, attack some bricks, and collect the character token. Then switch to a gorilla and water a grow spot for a mushroom on which you can bounce back up to Eagle Grasslands.

Eagle Tribe Wheel

To get the Eagle Tribe Wheel, you must find three Chi power nodes. One is located on the island in the middle of the map.

The second Tech Swap Node is on a small platform to the right of the higher platform with the fan that takes you to Eagle Town.

To get to the third Tech Swap Node, use a bear to fish on a dock south of the island. This gives you handholds. Climb up the handholds to get to a platform. Switch to Eris and soar across to another platform. Use a rhino to charge attack a rock wall, then crawl through a hatch as a nomad. Swing across poles as a gorilla, then ride a zip line down to the Tech Swap Node.

After you get the power from each Tech Swap Node, take it to one of the Eagle Towers and transfer the power to open each Eagle Tower. After opening the third Eagle Tower, you get the Eagle Tribe Wheel.

Eagle Tribe Bio

Switch to Gorzan and punch the three red switches to rotate blocks on a puzzle. Keep doing this until the puzzle forms the picture of an Eagle—it is the Eagle Grasslands of course.

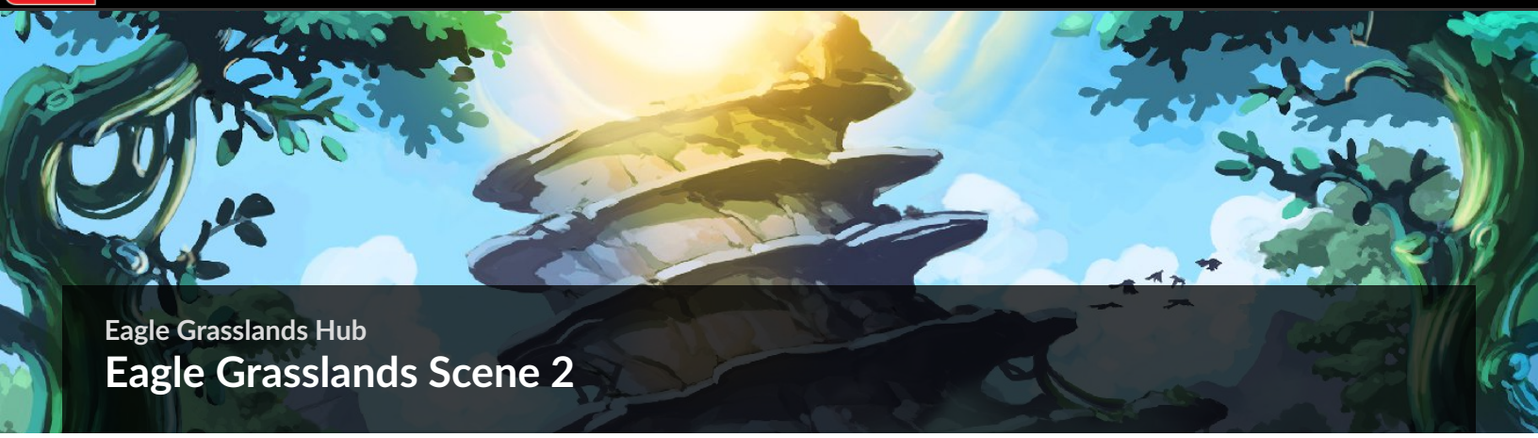
Eagle Town Bio

To get this bio, you must assemble a jigsaw puzzle. There are four pieces missing that you must find. One is next to the second Chi power node to the right of the fan to Eagle Town. Pick up the piece and take it to the puzzle.

The next piece is obtained by using a bear to fish off a dock near the puzzle.

As a wolf, follow a scent trail on the left side of the map to a dig spot. Dig up a grow spot, then switch to a gorilla and water it. Bounce on the mushroom to get to the top of a tree where the third jigsaw piece is located.

The last piece is tough to get. Get to the platform after crawling through a hatch on the way to the last Chi power node. Instead of going across the swinging bars, switch to Eris and jump across clouds to get to the top of a tall tower. Then soar along, following a trail of studs to get the final jigsaw piece. Carry the pieces to the puzzle and complete it to get the bio.



Eagle Grasslands Scene 2

Triple Chi Power Extra

Cost to Buy: 5,000,000

Requirements: Croc Tablet and Rhino Tablet

Talk to Ewald next to the elevator. Give him the Rhino Tablet, which you can get in the Rhino Caves level in Free Play mode, and the Croc Tablet, which can be found in the Croc Fort level in Story mode. This unlocks an Extra that triples the value of the Chi orbs you collect.

Stud Magnet Extra

Cost to Buy: 5,000,000

Requirements: Eglor's Chalk and Sturdy Wood

Get up to the third level and find Eglor. Give him the Sturdy Wood from Spiral Mountain in Free Play mode and Eglor's Chalk from Eagle Town in Free Play mode. He will then unlock an Extra that attracts all nearby studs to your character, saving you time in collecting studs.

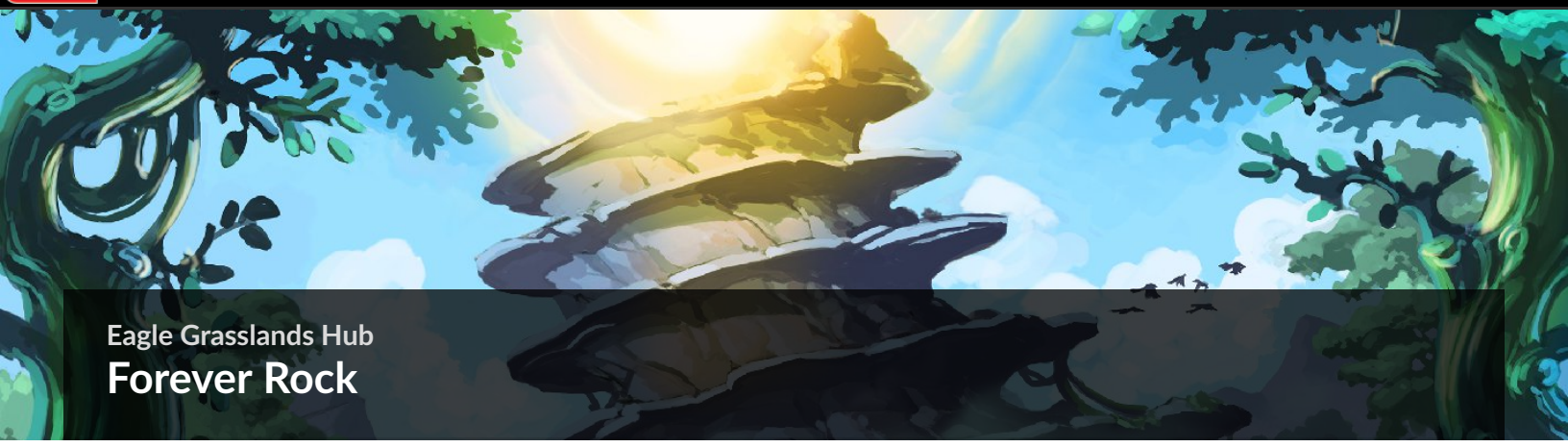
Leonidas Character Token

Cost to Buy: 150,000

Power punch a red switch as a gorilla, then swing across poles to get to a giant maze puzzle. Turn the crank to rotate the puzzle until you can get the ball into the slot. As a reward, you get a character token.

Wolf Tribe Bio

Switch to a rhino and charge attack a rock door to break it. Climb up a vine to get to a higher level. Get into a turret and shoot balloon plants. You must hit a certain number of yellow plants before time runs out to complete the challenge. Hitting green plants increases your time while hitting red plants deducts 2 from your score.



Eagle Grasslands Hub

Forever Rock

Eagle Library Bio

At Forever Rock, Laval has a flashback to a game of hide and seek with his friends. Walk out to the end of the narrow walkway to begin the game. Rogon is the first one you can find hiding behind a tree.

Switch to Rogon and then charge attack a rock along the cliffside. Once it is broken, jump across a series of handholds to get to a platform where you find Eris.

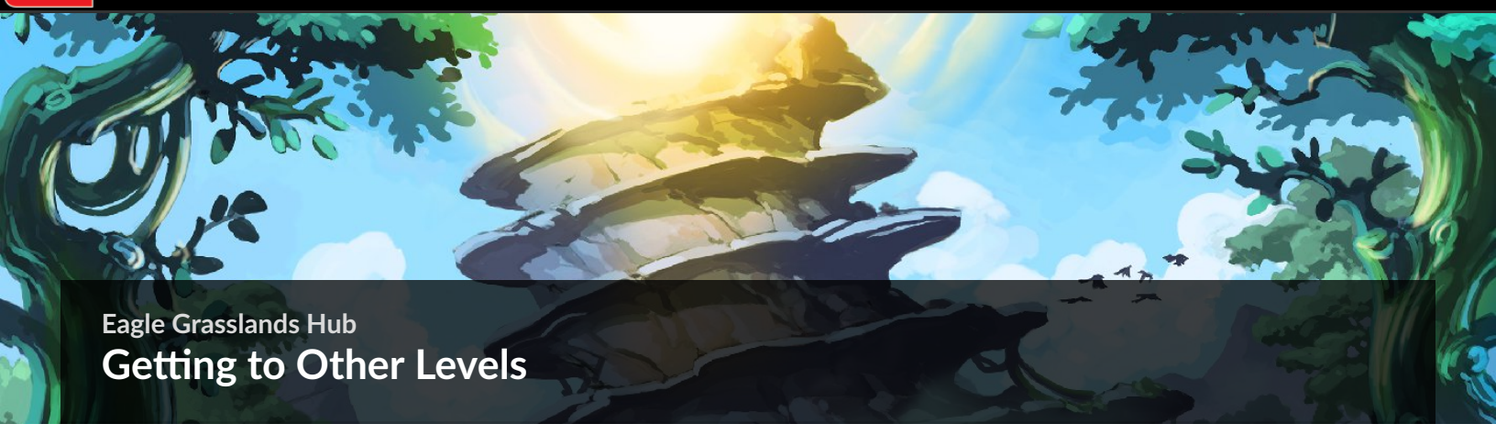
Switch to Eris and get back to the mainland. Then use a fan inside a tree to soar up to a high branch where you can find Gorzan.

As Gorzan, drop down and power punch a red switch to knock Bladvic down from a tree.

Now switch to Bladvic and use the fishing pole to pull Cragger out of the water.

Select Cragger and jump down into the water. Swim over by a tall stone tower with a small whirlpool next to it. Dive down and then spin jump to get up to the top of the tower to find Skinnet.

Get back to the mainland and then switch to Skinnet. Climb up on some rocks by the cliff, then use Skinnet's skunk smell to get Worriz down. Now that you have found all of the characters, collect the bio for the Eagle Library.



Eagle Grasslands Hub

Getting to Other Levels

Eagle Town

Move to the top right side of the map and up a ramp. As Laval, use Roar at a statue to break it. Assemble the pieces into handholds that you can climb up to a higher platform.

Push a lever on the platform to close a door that shuts off part of the waterfall.

Drop down and go to the right to assemble some pieces in a small stream into a handhold. Use it to get up to another small platform where you must push another lever to close a second door and shut off the waterfall completely.

Walk out onto a balance beam where the waterfall was, then climb up a series of handholds to get to the waterfall doors. Then jump across platforms to the left.

Climb a pounce wall to get to a pad that will take you to Eagle Town.

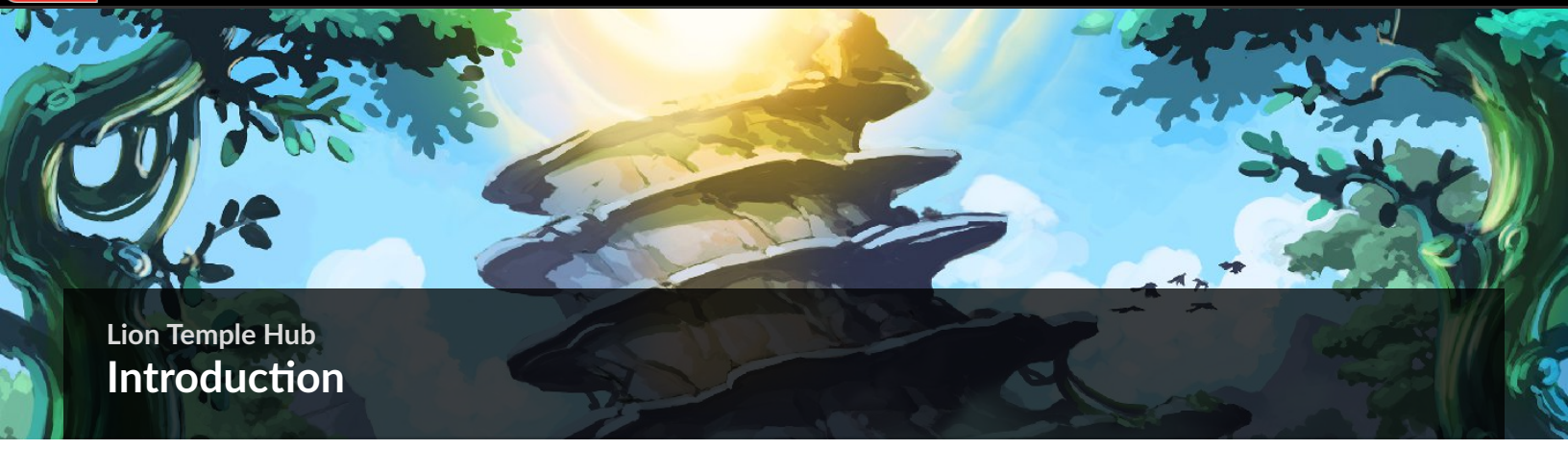
Eagle Library

From the pad to Eagle Town, soar down to the right as Eris to get to a large platform. Turn a crank to solve a maze puzzle that activates a fan that will carry you up to the higher levels of Eagle Grasslands.

Move along the ledge to the left. Transfer power from one Tech Swap Node to another to reveal a climbing wall. Climb it to the top of the building.

Climb up some handholds and then walk to the right. Switch to Laval and use Roar to break up a wall. Assemble the pieces into a lever and pull it to call an elevator down to your ledge.

Ride the elevator to the top and then move to the right to get to the pad that takes you to Eagle Library.



Lion Temple Hub

Introduction

Lion Temple Extras

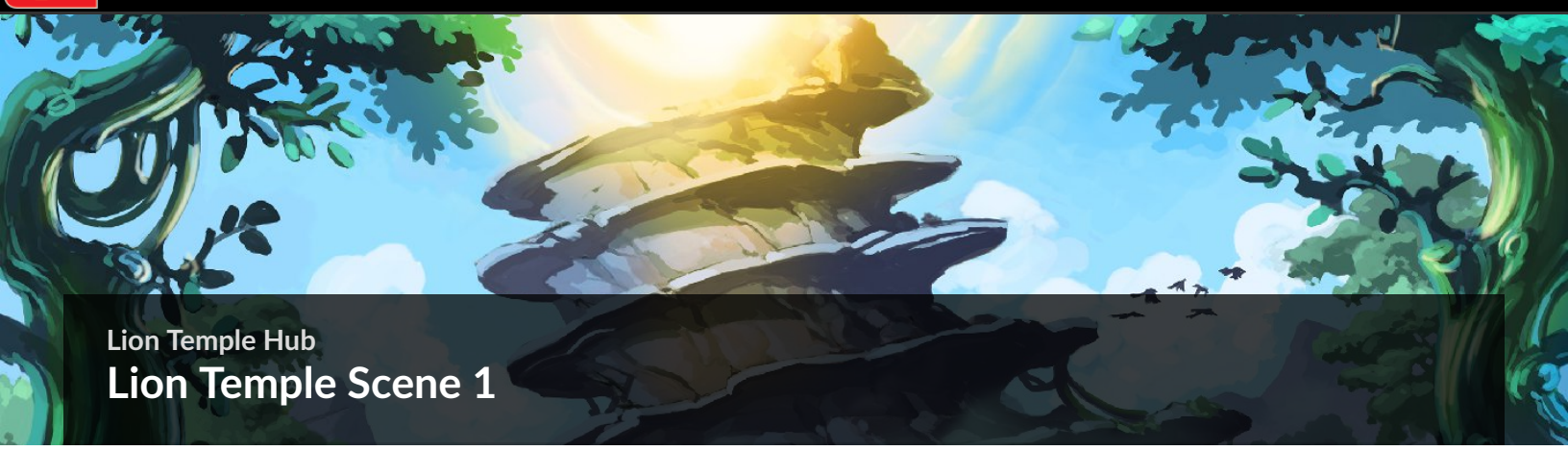
Icon	Name	Notes	Power	Cost
	x2 Studs	Give the Golden Eagle Totem to Razar.	Studs x 2	100000
	x4 Studs	Give Leonidas his lost sword.	Studs x 4	300000
	x8 Studs	Deliver the Croc Mud and Croc Bark to Longtooth.	Studs x 8	2,000,000

Lion Temple Character Tokens

Icon	Name	Notes	Cost
	Lion Guard	Use a crocodile to sink down into the water of the moat to get this character token.	150000
	Lion Elder	Use a rhino's Rock On ability to break through some rock.	100000

Lion Temple Collectibles

Icon	Name	Notes
1	**Lion Tribe Wheel**	Find three different items inside the Lion Temple and carry them to the Lion monument.
2	**Lion Tribe Bio**	Power up a rhino and smash a rock. Then follow a scent trail as a wolf to get the bio.
3	**Raven Tribe Bio**	Go underwater and power up as a crocodile. Then pull a handle to release this bio.
4	**Spiral Mountain Bio**	Dig up a red switch as a wolf and take it to a green pad. Switch to a gorilla, punch the switch, and then break an acorn to get the bio.
5	**Lion Temple Bio**	Use a fan to get up high. Switch to a gorilla and bounce up to swinging poles. Swing across poles to get the bio.



Lion Temple Hub

Lion Temple Scene 1

x4 Studs Extra

Cost to Buy: 300,000

Requirements: Leonidas' Sword

You must find Leonidas' lost sword in the Spiral Mountain level. You can do this during Story mode. Bring the sword to Leonidas to unlock this Extra.

Lion Guard Character Token

Cost to Buy: 150,000

Switch to a crocodile and sink down into the water to the left of the walkway. The character token is waiting on the bottom of the moat for you to collect.

Lion Elder Character Token

Cost to Buy: 100,000

Select a rhino and move onto the large rock in the ground. Perform the Rock On move by jumping up in the air and then pressing the Attack button to break the rock and release the character token.

Lion Tribe Bio

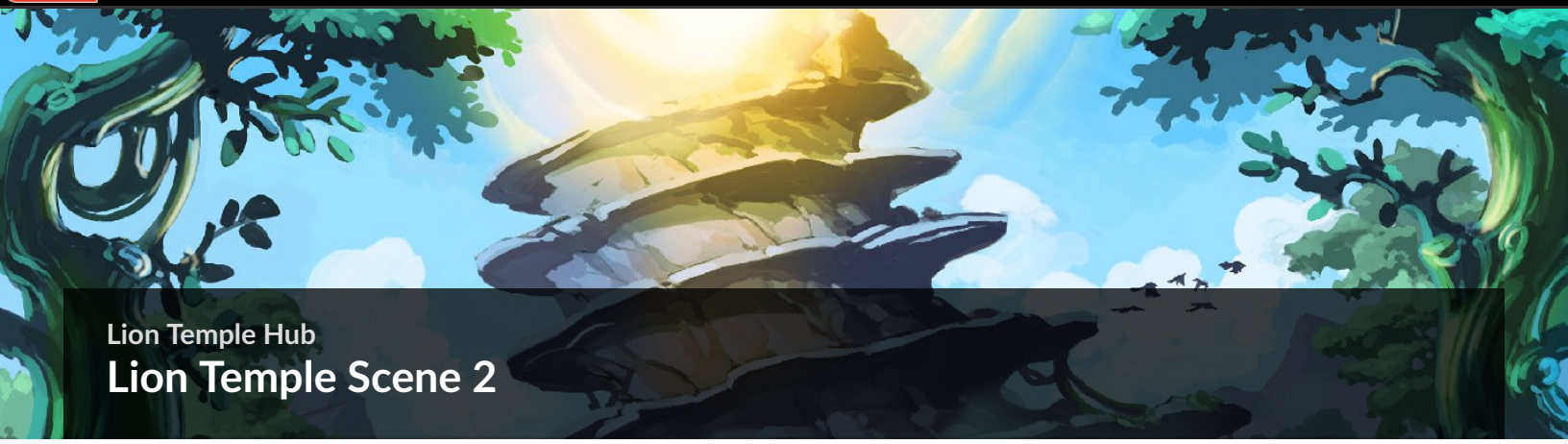
As a rhino, use the Chi pad near the steps to power up. Then perform the Rock On attack on a stone on the other side of the steps. Switch to a wolf and follow a scent trail to find the bio for the Lion Tribe.

Raven Tribe Bio

Select a crocodile and jump into the water of the moat. Sink down and use an underwater Chi pad to power up. Then move to the right to find some handles. Pull on them to get the bio for the Raven Tribe.

Spiral Mountain Bio

Destroy a tree near the gate to the pathway to the Gorilla Region to reveal a dig spot. Switch to a wolf and dig up a red switch. Carry it over to a tree with a green pad on it. Then switch to a gorilla and power punch the red switch to knock an acorn off of the tree. Attack the acorn to release the bio.



Lion Temple Hub

Lion Temple Scene 2

x2 Studs Extra

Cost to Buy: 100,000

Requirements: Golden Eagle Totem

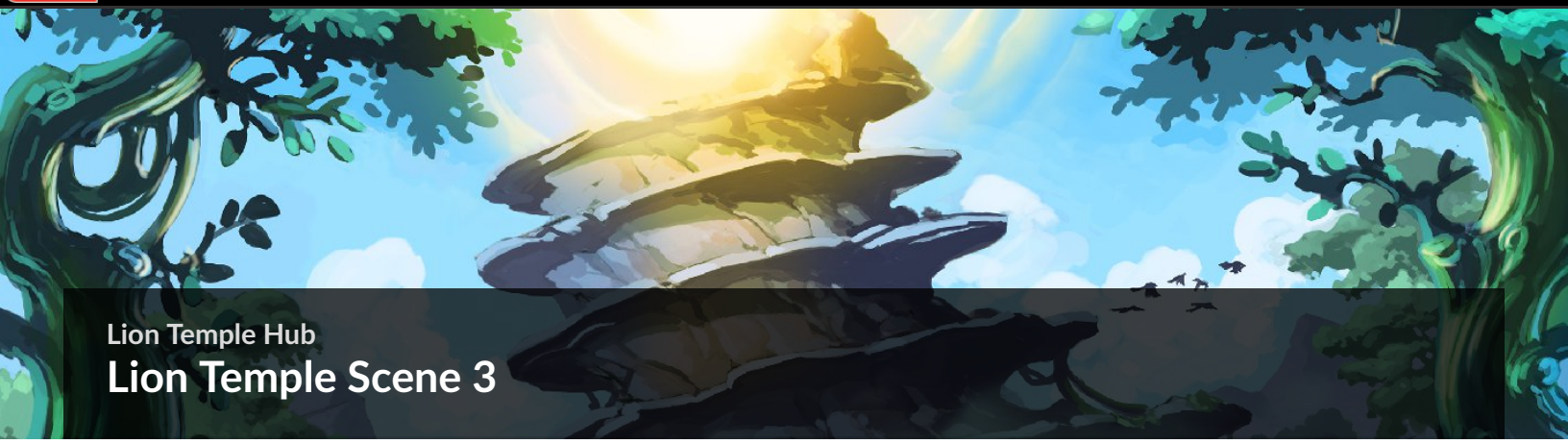
Razar is located in the Lion Temple courtyard. Bring him the Golden Eagle Totem, which you can find in the Eagle Library, to unlock this Extra.

Lion Temple Bio

Use a fan to blow you up to some awnings. Bounce on them to get up higher. Switch to a gorilla and bounce up to a swinging pole. Swing across a series of poles to get to the bio.

Note

This section of the Lion Temple is where you can find several shops. Purchase unlocked characters or extras that you have collected.



Lion Temple Hub

Lion Temple Scene 3

x8 Studs Extra

Cost to Buy: 2,000,000

Requirements: Croc Mud and Croc Bark

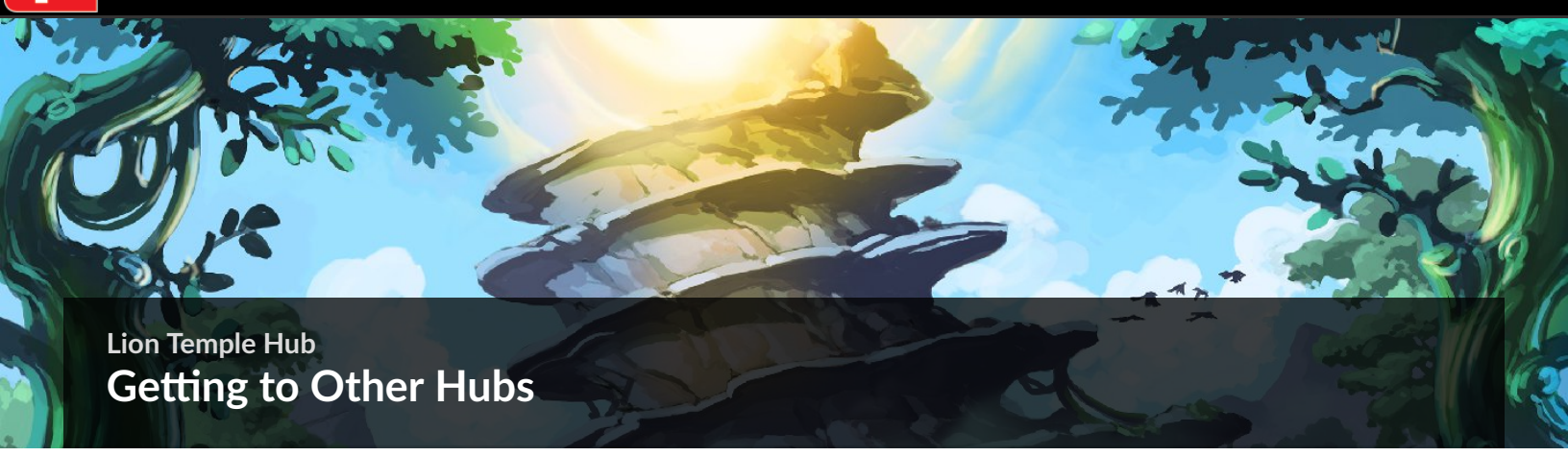
Longtooth is waiting in the inner chamber of the Lion Temple. Bring him the Croc Mud, which can be found in the Croc Swampland level, and the Croc Bark, which you can collect in the Croc Fort level. This unlocks an Extra for you.

Lion Tribe Wheel

As a gorilla, power punch a red switch to get a Chi Orb. Carry it over to the Lion monument on the side of the inner chamber.

Switch to a bear, fish in the water in the middle of the inner chamber to get the second Chi Orb, and carry it to the monument.

As a rhino, perform a Rock On move to break a stone on the floor of the inner chamber. After carrying the Chi Orb to the monument, a Lion Tribe Wheel will launch out into the middle of the chamber. Pick it up to add to your collection.



Lion Temple Hub

Getting to Other Hubs

The Lion Temple hub is the central hub in the land of Chima. From this location, you can get to the Spiral Mountain level (and later the Wolf Camp at the base of Spiral Mountain), the Eagle Grasslands hub, the Gorilla Region hub, the Rhino Quarry hub, and the Croc Territory hub. These hubs in turn lead to other levels.

Eagle Grasslands Hub

Follow the winding path from the central part of the Lion Temple hub to the end. Jump up a series of handholds on the right side and then push a statue along a checkered pad until it falls down and breaks.

Assemble the pile of bricks into a crank and turn the crank to move a wall into position.

Move to the left side and use Roar as Laval to break a rock and expose another crank. Turn it to move another wall into position.

Jump up the pounce walls and then into the mouth of the stone eagle to continue to the Eagle Grasslands hub.

Gorilla Region Hub

Follow the path from the Lion Temple to the Gorilla Region. When you get to the edge of a cliff, switch to Eris and use the nearby Chi pad to power up. Then soar through the boost ring to get to the other side of the gap.

Destroy a small pyramid to reveal a Tech Swap Node.

Then switch to Laval and use Roar to break a rock to reveal some pieces you can assemble into another Tech Swap Node.

Switch back to Eris and then transfer the Chi from each node to the nodes that form the eyes of the stone gorilla head to open its mouth so you can continue to the Gorilla Region.

Rhino Quarry Hub

Worriz is added to your party when you first must get to the Rhino Quarry. Select him and follow a scent trail. At the end, dig up a Chi pad.

Power up and then dig at a large dig spot to drop into a hole. This lets you move through a tunnel to get past the Lion guards to the path leading to the Rhino Quarry.

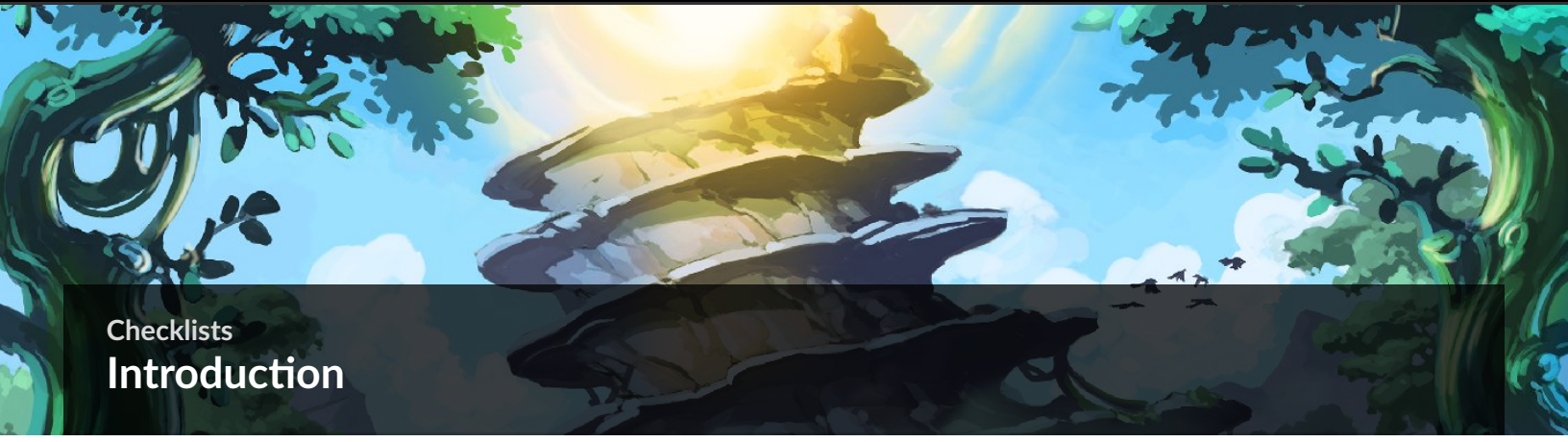
Near the end of the path, pick up a brick and carry it up a ramp on the left side to add it to a large horn of a stone rhino.

Dig up another brick at a dig spot, then switch to Gorzan and punch the red switch to get a third brick. Carry them both up to the horn to open the mouth of the stone rhino so you can continue to the Rhino Quarry.

Croc Territory Hub

Move along the pathway toward the Croc Territory. Avoid the swampy ground because any of your characters except crocodiles will be destroyed if they walk into it. Use Eris' weapon to shoot the dangerous plants from a distance to clear the way.

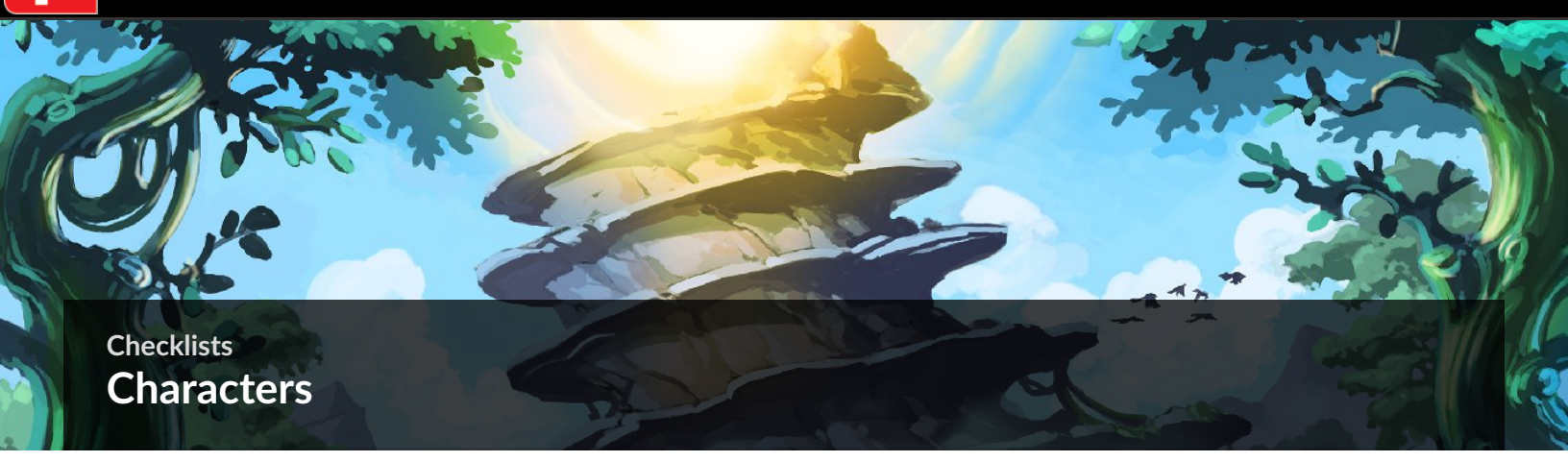
Switch to Rogon and charge attack the rock teeth blocking the way into the mouth of the stone crocodile head. Once the teeth are rubble, walk into the mouth to continue to the Croc Territory.



Checklists

Introduction

With so many hidden goodies scattered across the Land of Chima, you need a place where you can keep track of everything. These checklists are designed to help you easily check off anything and everything you accomplish during your adventures in Chima.



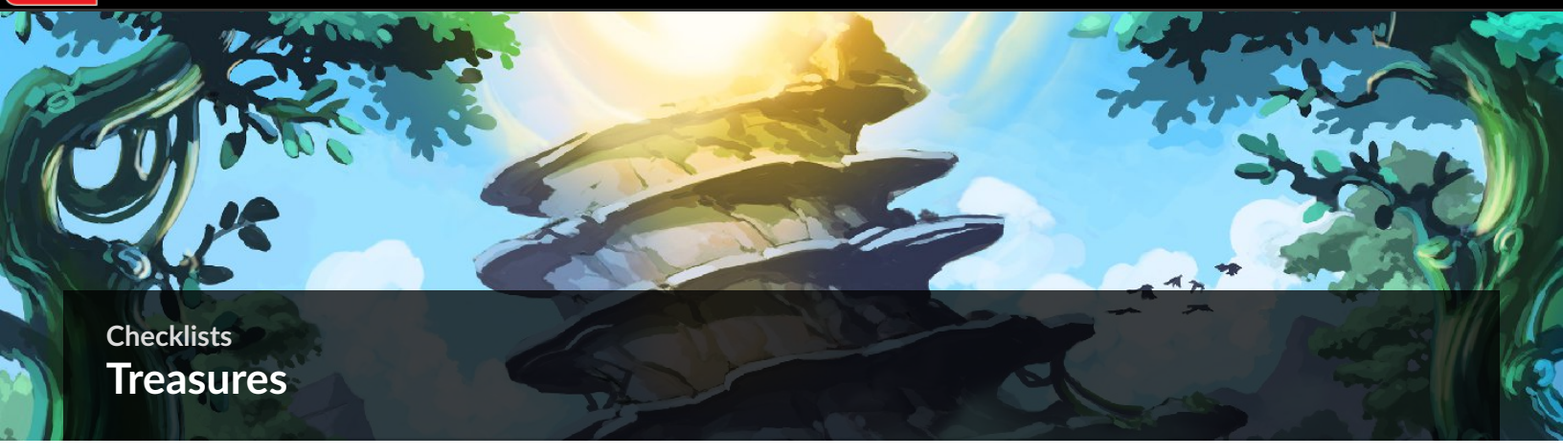
Checklists

Characters

Unlocking characters lets you use all sorts of animals during Free Play mode. Some characters are unlocked by normal game progression in Story mode. For most, however, you must find their character tokens and then purchase the characters. The following table breaks everything down.

Character Tokens

Token	Character	Tribe	Notes	Cost
	Balkar	Bear	Rhino Canyon Story Mode	200000
	Bladvic	Bear	Spiral Mountain Free Play Mode	250000
	Bozy	Bear	Eagle Library Free Play Mode	150000
	Bumpy	Bear	Eagle Grasslands Hub	150000
	Bungey	Bear	Sanctuary Forest Story Mode	200000
	Chi Armor Cragger	Crocodile	Complete Wolf Camp	800000
	Chi Armor Worriz	Wolf	Complete Wolf Camp	1,000,000
	Cragger	Crocodile	Complete Croc Swampland	N/A
	Crawley	Crocodile	Croc Swampland Free Play Mode	200000
	Croc Brother	Crocodile	Croc Swampland Story Mode	5000
	Croc Hunter	Crocodile	Croc Fort Free Play Mode	30000
	Croc Huntress	Crocodile	Croc Fort Story Mode	30000
	Croc Sister	Crocodile	Croc Swampland Free Play Mode	5000
	Croc Veteran	Crocodile	Croc Territory Hub	40000
	Crooler	Crocodile	Croc Fort Story Mode	300000
	Crug	Crocodile	Croc Fort Free Play Mode	150000
	Dom de la Woosh	Nomad	Spiral Mountain Free Play Mode	600000
	Eagle Elder	Eagle	Eagle Library Story Mode	100000
	Eagle Librarian	Eagle	Eagle Library Free Play Mode	10000
	Eagle Scholar	Eagle	Eagle Town Free Play Mode	40000
	Eagle Veteran	Eagle	Eagle Town Free Play Mode	100000
	Eglor	Eagle	Eagle Town Free Play Mode	150000
	Elida	Eagle	Eagle Town Free Play Mode	200000
	Equila	Eagle	Eagle Library Free Play Mode	150000
	Eris	Eagle	Complete Eagle Town	N/A
	Ewald	Eagle	Eagle Town Free Play Mode	200000
	Ewar	Eagle	Eagle Library Story Mode	200000
	Furtivo	Nomad	Croc Swampland Story Mode	600000
	G'loona	Gorilla	Sanctuary Forest Free Play Mode	250000
	Gorilla Brawler	Gorilla	Gorilla Region Hub	20000
	Gorilla Dude	Gorilla	Gorilla Village Story Mode	5000
	Gorilla Dudette	Gorilla	Gorilla Village Free Play Mode	5000
	Gorilla Elder	Gorilla	Gorilla Village Story Mode	40000
	Gorilla Warrior	Gorilla	Gorilla Region Hub	10000
	Gorzan	Gorilla	Complete Sanctuary Forest	N/A
	Grizzam	Gorilla	Rhino Caves Free Play Mode	150000
	Grumlo	Gorilla	Gorilla Village Free Play Mode	150000
	King Crominus	Crocodile	Croc Fort Story Mode	500000
	Lagravis	Lion	Complete Croc Fort	N/A
	Laval	Lion	Complete Spiral Mountain	N/A
	Lennox	Lion	Spiral Mountain Story Mode	150000
	Leonidas	Lion	Eagle Grasslands Hub	50000
	Lion Elder	Lion	Lion Temple Hub	100000
	Lion Guard	Lion	Lion Temple Hub	150000
	Lion Veteran	Lion	Rhino Canyon Free Play	200000
	Longtooth	Lion	Spiral Mountain Story Mode	150000
	Raven Bomber	Raven	Sanctuary Forest Story Mode	30000
	Raven Veteran	Raven	Rhino Canyon Story Mode	30000
	Raven Warrior	Raven	Croc Territory Hub	25000
	Rawzom	Raven	Sanctuary Forest Free Play Mode	300000
	Razar	Raven	Gorilla Village Free Play Mode	250000
	Razcal	Raven	Sanctuary Forest Story Mode	200000
	Rhino Brawler	Rhino	Rhino Quarry Hub	10000
	Rhino Fighter	Rhino	Rhino Quarry Hub	10000
	Rhino Veteran	Rhino	Rhino Caves Story Mode	15000
	Rhino Warrior	Rhino	Rhino Caves Story Mode	5000
	Rizzo	Raven	Croc Swampland Story Mode	250000
	Rogon	Rhino	Complete Rhino Canyon	N/A
	Rukus	Rhino	Rhino Canyon Free Play Mode	150000
	Runk	Rhino	Rhino Caves Free Play Mode	150000
	Skinnet	Nomad	Spiral Mountain Free Play Mode	700000
	Wakz	Wolf	Rhino Caves Free Play Mode	150000
	Wilhurt	Wolf	Wolf Camp Story Mode	200000
	Windra	Wolf	Wolf Camp Story Mode	250000
	Winzar	Wolf	Rhino Canyon Story Mode	150000
	Wolf Hunter	Wolf	Wolf Camp Story Mode	15000
	Wolf Huntress	Wolf	Wolf Camp Story Mode	15000
	Wolf Veteran	Wolf	Wolf Camp Story Mode	20000
	Worriz	Wolf	Complete Gorilla Village	N/A



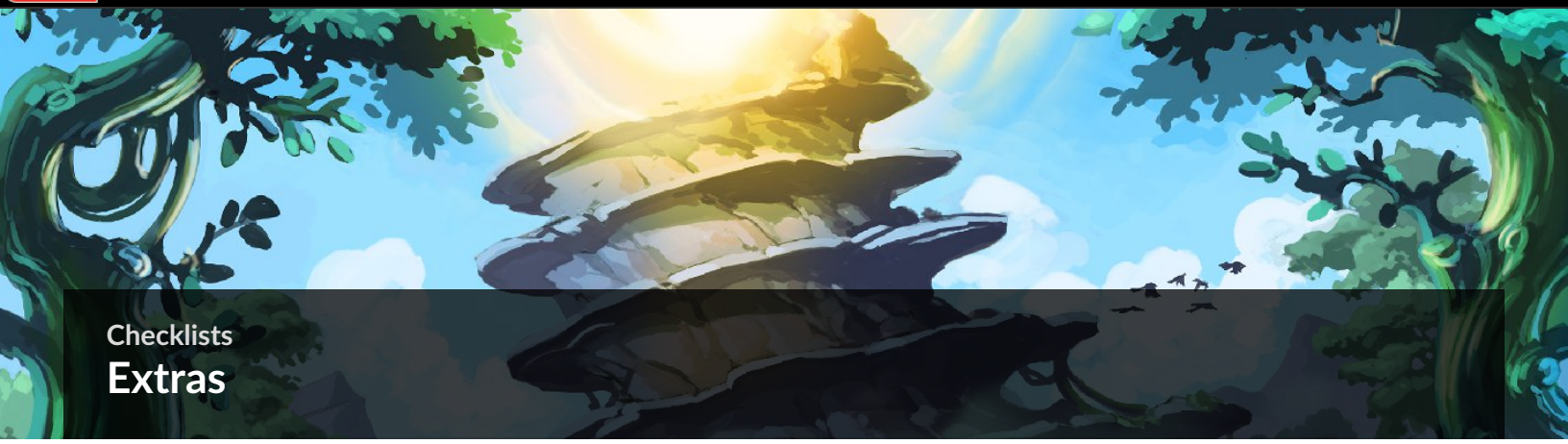
Checklists

Treasures

To unlock Extras, you must first find treasures. They are located throughout the ten levels.

Treasures

Icon	Treasure	Location
	Bear Net	Wolf Camp
	Catapult Counter Weight	Eagle Town
	Croc Bark	Croc Fort
	Croc Mud	Croc Swampland
	Croc Tablet	Croc Fort
	Cuddly Toy	Gorilla Village
	Dumbbells	Rhino Canyon
	Eglor's Chalk	Eagle Town
	Fine Fruit	Gorilla Village
	Golden Eagle Totem	Eagle Library
	Grinding Stone	Rhino Canyon
	Leonidas' Sword	Spiral Mountain
	Ordinary Rock	Rhino Caves
	Pure Glacier Water	Eagle Library
	Rare Vegetable	Sanctuary Forest
	Rhino Tablet	Rhino Caves
	Scentful Flower	Sanctuary Forest
	Shiny Rock	Wolf Camp
	Stink Bug	Croc Swampland
	Sturdy Wood	Spiral Mountain



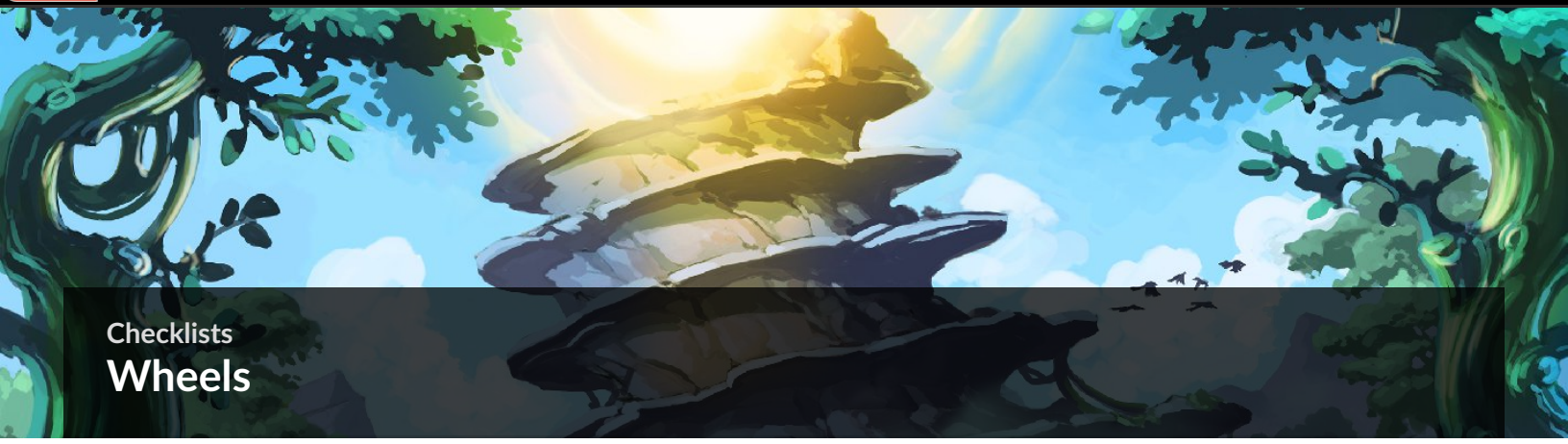
Checklists

Extras

After finding treasures, take them to characters in the hub levels to unlock the Extras. Then go to the shops in the Lion Temple hub to purchase the Extras. Extras provide extras that enhance your game play.

Extras

Token	Power	Location	Notes	Cost
	Attract Studs	Eagle Grasslands Hub	Give Eglor's Chalk and Sturdy Wood to Eglor.	5,000,000
	Chi x3	Eagle Grasslands Hub	Give Ewald the Croc Tablet and the Rhino Tablet.	5,000,000
	Detects Character Tokens	Gorilla Region Hub	Give the Cuddly Toy to G'loona.	250000
	Detects Treasure	Rhino Quarry Hub	Find the Ordinary Rock and bring it to Runk.	250000
	Helium Voices	Rhino Quarry Hub	Give Rukus a set of Dumbbells.	5,000,000
	Invincibility	Gorilla Region Hub	Give the Bear Net, Shiny Rock, and Catapult Counter Weight to Bladvic.	20,000,000
	Studs x2	Lion Temple Hub	Give the Golden Eagle Totem to Razar.	100000
	Studs x4	Lion Temple Hub	Give Leonidas his lost sword.	300000
	Studs x6	Gorilla Region Hub	Talk to Ripnik and give him the Fine Fruit and Rare Vegetable.	800000
	Studs x8	Lion Temple Hub	Deliver the Croc Mud and Croc Bark to Longtooth.	2,000,000
	Studs x10	Croc Territory Hub	Talk to Skinnet and give him the Scentful Flower, Stink Bug, and Pure Glacial Water.	20,000,000
	Super Build	Eagle Grasslands Hub	Give Wilhurt the Grinding Stone.	5,000,000



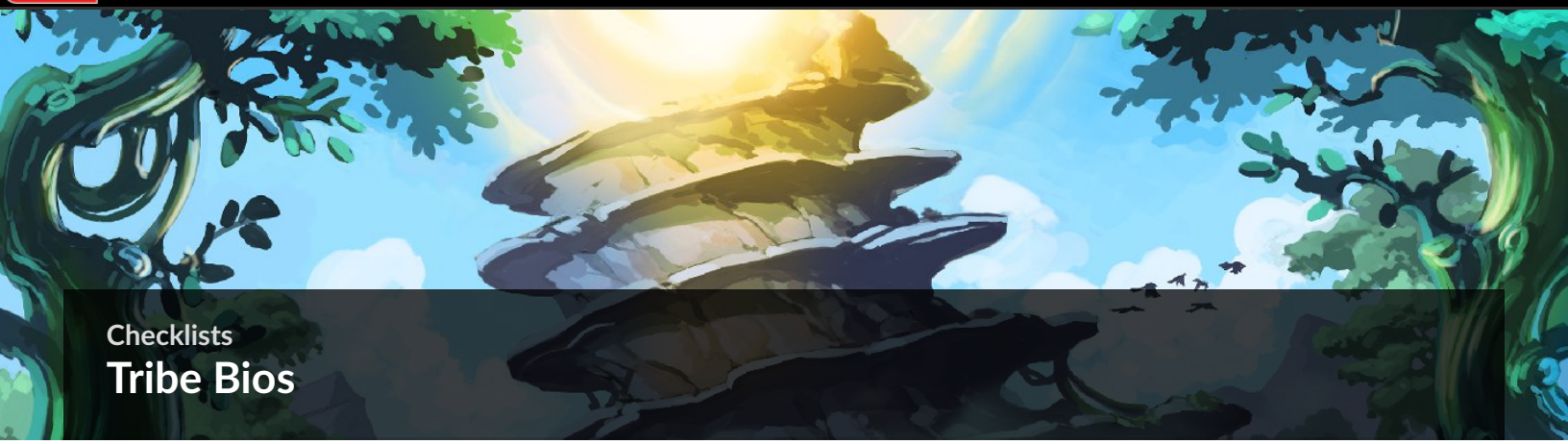
Checklists

Wheels

Each of the five hubs has its own speedor wheel. Be sure to find all of them.

Wheels

Wheel	Location	Notes
Crocodile Tribe Wheel	Croc Territory Hub	Destroy five crocodile statues to reveal the wheel.
Eagle Tribe Wheel	Eagle Grasslands Hub	Find three Chi power nodes and transfer power as Eris to three Eagle Towers.
Gorilla Tribe Wheel	Gorilla Region Hub	Pull on the handles to open the four houses in the Gorilla Region area.
Lion Tribe Wheel	Lion Temple Hub	Find three different items inside the Lion temple and take them to the Lion monument.
Wolf Tribe Wheel	Rhino Quarry Hub	Get up to two higher platforms, push stone rhino heads down to the ground, and assemble switches to open a door.



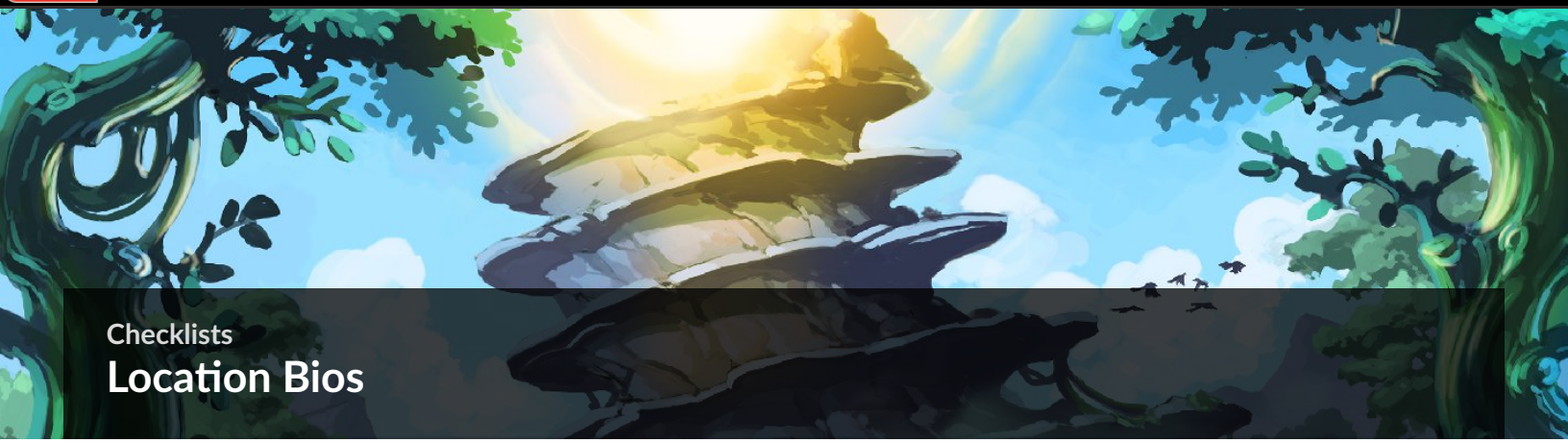
Checklists

Tribe Bios

There are two tribe bios in each hub. Some are easy to find, while others require several steps. By collecting these, you gain access to bios for each of the unique characters for that tribe.

Tribe Bios

Item	Location	Notes
Bear Tribe Bio	Gorilla Region Hub	Climb into a turret and win the shooting gallery game.
Beaver Tribe Bio	Croc Territory Hub	Power punch a red switch as a gorilla and then, as a nomad, crawl through a hatch. Change to an eagle and soar across to the bio.
Croc Tribe Bio	Croc Territory Hub	Power up a wolf and dig at a dig spot.
Eagle Tribe Bio	Eagle Grasslands Hub	As a gorilla, power punch red switches to solve a puzzle to receive this bio.
Gorilla Tribe Bio	Gorilla Region Hub	Open a door to a house after assembling a handle on the door.
Lion Tribe Bio	Lion Temple Hub	Power up a rhino and smash a rock. Then follow a scent trail as a wolf to get the bio.
Nomad Tribe Bio	Rhino Quarry Hub	Break rock walls as a rhino, then power punch red switches as a gorilla to open doors to get the bio.
Raven Tribe Bio	Lion Temple Hub	Go underwater and power up as a crocodile. Then pull a handle to release this bio.
Rhino Tribe Bio	Rhino Quarry Hub	Water a grow spot as a gorilla and then break some rocks to get this bio.
Wolf Tribe Bio	Eagle Grasslands Hub	Power punch a red switch as a gorilla. Swing across poles, then solve a maze puzzle to get this bio.



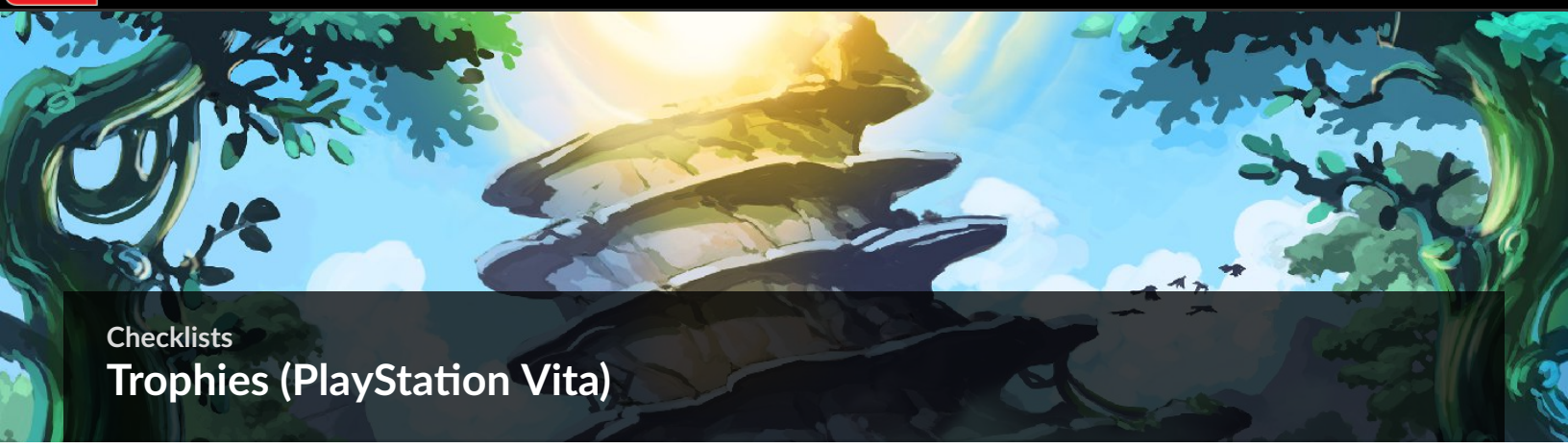
Checklists

Location Bios

Just like the tribe bios, there are also two location bios located in each hub. Collect them all to learn more about the storyline of the game.

Location Bios

Item	Location	Notes
Croc Fort Bio	Croc Territory Hub	As a gorilla, power punch a red switch. Then, as a crocodile, assemble a switch. Pull it and then get up to a high platform while avoiding obstacles to get the bio.
Croc Swamp Bio	Croc Territory Hub	Find cranks and levers in Beaver Village to reconnect three sections of a water flume to get the bio.
Eagle Library Bio	Eagle Grasslands Hub	Play hide and seek on Forever Rock to get this bio.
Eagle Town Bio	Eagle Grasslands Hub	Find four jigsaw puzzle pieces and assemble the puzzle to get a bio.
Gorilla Village Bio	Gorilla Region Hub	Get to the upper ledges in the Bear Cave and make your way to the end of these ledges.
Lion Temple Bio	Lion Temple Hub	As an eagle, soar up on a fan to some bouncy awnings. Then switch to a gorilla and swing on the poles to get to the bio.
Rhino Caves Bio	Rhino Quarry Hub	Turn a crank to solve a maze puzzle and earn a bio as a reward.
Rhino Quarry Bio	Rhino Quarry Hub	Power up and pull handles on a door, soar up a fan as Eris, and use Roar as Laval to break a rock to find the bio.
Sanctuary Forest Bio	Gorilla Region Hub	Soar across some open space as Eris to get to a house with the bio inside.
Spiral Mountain Bio	Lion Temple Hub	Dig up a red switch as a wolf and take it to a green pad. Switch to a gorilla, punch the switch, and then break an acorn to get the bio.



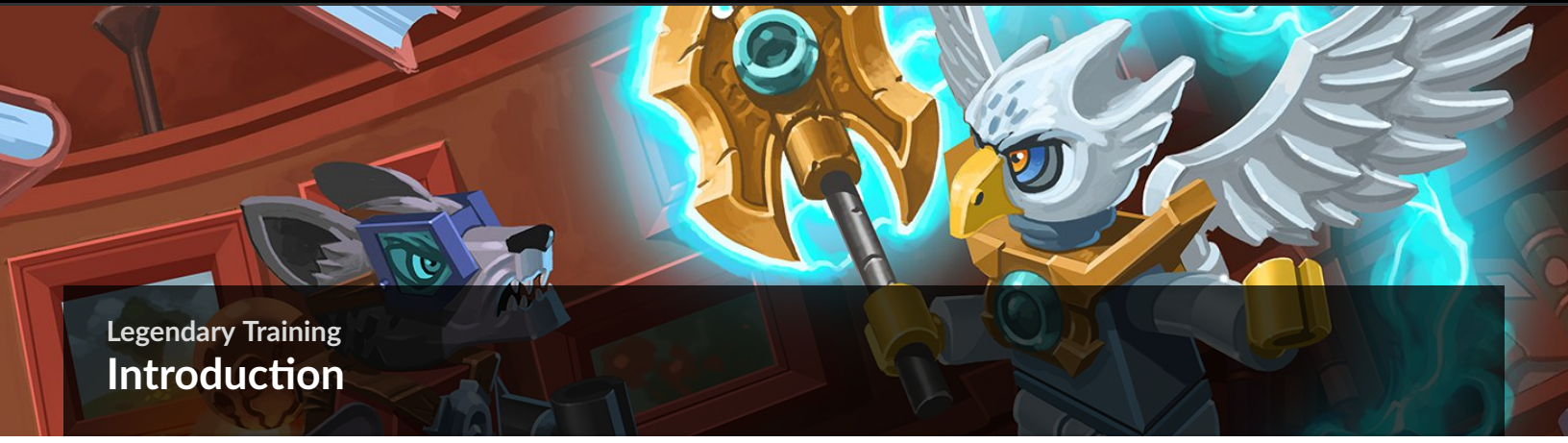
Checklists

Trophies (PlayStation Vita)

The PlayStation Vita Vita version of the game contains 33 trophies you can earn as you play. Use this checklist to make sure you get them all.

Trophies

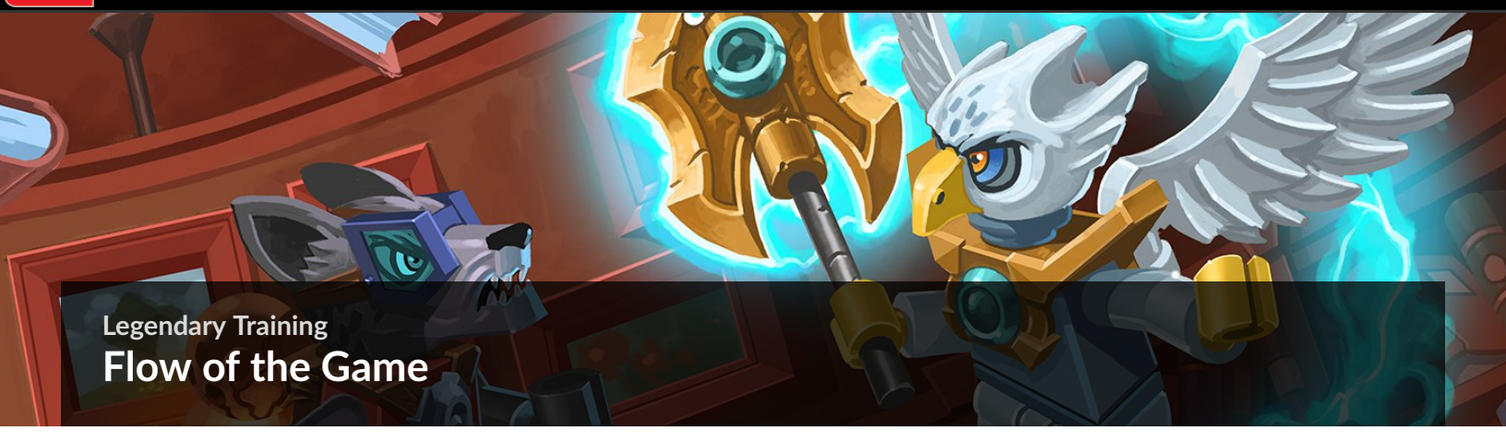
Name	Description
CHI Club	Power up a character from each tribe with Chi
Trap Cracker	Destroy all the traps in Wolf Camp with Rock On
Leaps and Bounds	Perform five Chi jumps in a row as Laval
Eagle Vision	Pick up 20,000 studs as Eris
Swoon Song	Cause 3 wolves to swoon as Dom de la Woosh
Unleash the Power	Power up with Chi twice in one level without using a Chi pool
Crocodile Tears	Use the Chi absorb during the Cragger boss fight at the end of Spiral Mountain
CHI Clash	Power up with Chi and win a sword clash against an enemy powered up with Chi
Ferocious Fox	Defeat 5 enemies as Furtivo the Fox
Pack Leader	Defeat 10 wolves in Eagle Town using Worriz
Rhino Charger	Knock down 3 enemies in a row with a rhino's charge attack
Sharp Shooter	Complete six waves in the Eagle Grasslands or the Gorilla Region shooting gallery
Smart as a Fox	Compete the laser puzzle in Eagle Town as Furtivo
Rock and Roll	Use Rogon's Rock On ability to destroy the spinning blades in Gorilla Village
Stunner	Use Dom de la Woosh's poses to stun enemies and then defeat them
Nomad's Land	Unlock all the Nomad characters
CHI-ter	Unlock all Red Bricks
Copy Cat	Make a Lion Tribe custom character
Hide and Seek	Complete the hide and seek game in Forever Rock
Busy Beaver	Complete the Beaver Village puzzle
Nap Time	Don't touch any controls for 45 seconds while in the Bear Cave
Secret of the Triple CHI	Discover the legend of the triple Chi in the Rhino pretty picture cave
Spiral Mountain	Complete Spiral Mountain
Eagle Town	Complete Eagle Town
Eagle Library	Complete Eagle Library
Sanctuary Forest	Complete Sanctuary Forest
Gorilla Village	Complete Gorilla Village
Rhino Canyon	Complete Rhino Canyon
Rhino Caves	Complete Rhino Caves
Croc Swamp	Complete Croc Swamp
Croc Fort	Complete Croc Fort
Wolf Camp	Complete Wolf Camp
Triple CHI Legend	Collect all Trophies



Legendary Training

Introduction

LEGO *Legends of Chima: Laval's Journey* takes not only Laval, but also you as the player, on a journey through the Land of Chima. As you travel to different parts of the land, you meet many different characters and search for treasures and other collectibles. However, in order to complete the journey successfully, there are some important pieces of information you need to know. Read on to learn how to become a legend of your own.



Legendary Training

Flow of the Game

The game begins with the first level where Laval must get to the top of Spiral Mountain to find out what Cragger is doing with the Chi orbs. After completing this mission, Laval returns to the Lion Temple, which is the main hub for the game.

Story Mode

There are ten different levels in all. The first time you play a level, you are in Story mode. During the first couple levels, you have only Laval available to play. However, as you progress, more characters join Laval's group. Story mode provides a narrative —or story—that unfolds as you play through each level to the climactic finale. The characters with whom you begin the level always have the correct abilities for you to complete the level. However, you may not have all the characters and abilities you need to fully explore the level.

Free Play Mode

Once you complete a level in Story mode, you unlock Free Play mode for that level. As you come back with more characters and their abilities, you will be able to get past obstacles to collect items you could not get to during Story mode.

Tip

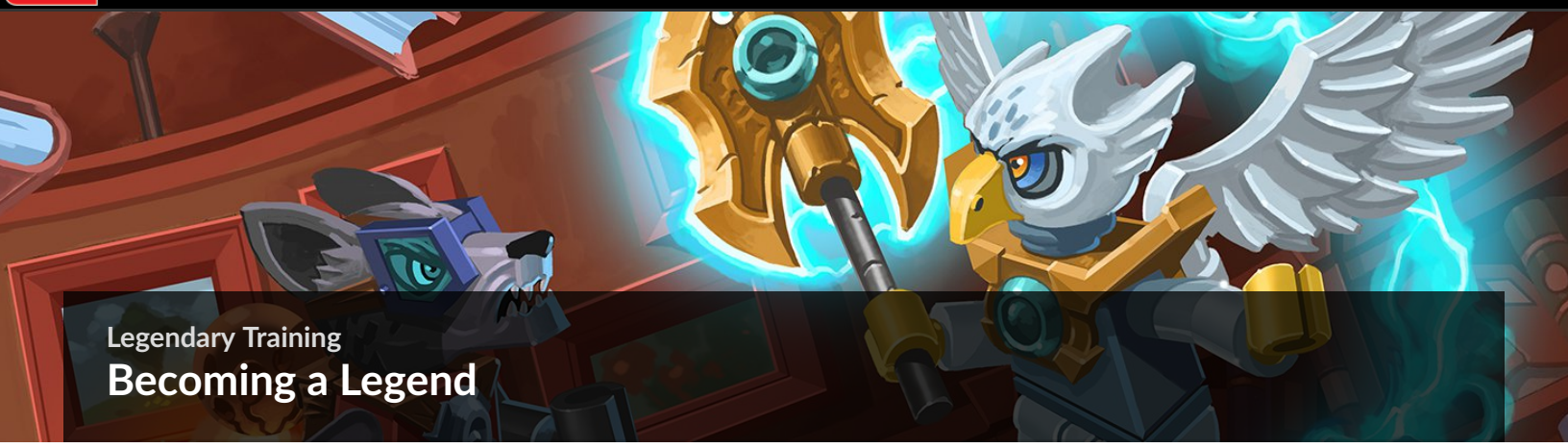
Before you revisit any of the levels in Free Play mode, we strongly recommend that you complete all ten levels in Story mode. This will unlock several of the characters who have abilities you need to fully complete the levels in Story mode. The more abilities you have in your group, the easier Free Play mode will be.

The Hubs

The LEGO Chima Vault System

The vault system allows you to link the progress you make in the game to your LEGO ID profile on the website https://chima.lego.com/the-vault. At the end of each game level, you receive a code. Enter these codes on the website to unlock online content. For those playing on the Nintendo 3DS, enter all 10 codes on the website and you will receive a unique prize code. Enter this code on your system to unlock an in-game reward. Select Vault under the Unlocks section of the menu to redeem your prize.

The Lion Temple is the central location in the Land of Chima and serves as the main hub. From the Lion Temple hub, you can visit the other hubs and related levels. Just follow the pathway from the Lion Temple to those other locations to play through the levels again. For example, if you want to get to the Eagle Town and Eagle Library levels, you must first travel through the Eagle Grasslands hub. These hubs are not only ways to get to the levels. They also contain lots of collectibles and should be thoroughly explored in Free Play mode.



Legendary Training

Becoming a Legend

Legends are defined by their actions. And in LEGO *Legends of Chima: Laval's Journey*, you have a lot of important actions to perform.

Fighting

As Laval journeys through the Land of Chima, you are going to have to fight against lots of different enemies who want to keep the power of Chi all for themselves. Therefore, it is important that you know how to fight. Press the Attack button to perform a basic attack. By pressing the Attack button several times in a row, your character can perform a combo of attack moves. Most characters, unless they have a blaster or cannon, have a more powerful attack that must be charged up to use. Hold down the Attack button and then release it to perform the attack. In addition, most characters can perform a slam jump attack, which causes more damage and can stun nearby enemies. To do a slam jump, press the Jump button and then, while in midair, press the Attack button.

Breaking Stuff

While it may not seem like a nice thing to do, smashing stuff is a great way to discover hidden goodies and studs—the currency in LEGO games. Attack everything in sight and see how much damage you can cause. Flowers, plants, and crates should be broken down into piles of bricks as you advance through the Land of Chima. While basic attacks can destroy most objects, some require special attacks. For example, rock walls or slabs can only be broken by a rhino's charge attack or Rock On move.

Building Stuff

Breaking things can be fun. However, LEGOs are for building. If a pile of bricks begins to shake as you approach, hold down the Action button to assemble these bricks into a useful device, such as a switch or object you can climb on. Whenever you get stuck and can't figure out how to get past an obstacle, make sure you break everything possible and see if you can build something from the pieces.

Using Switches, Cranks, and Levers

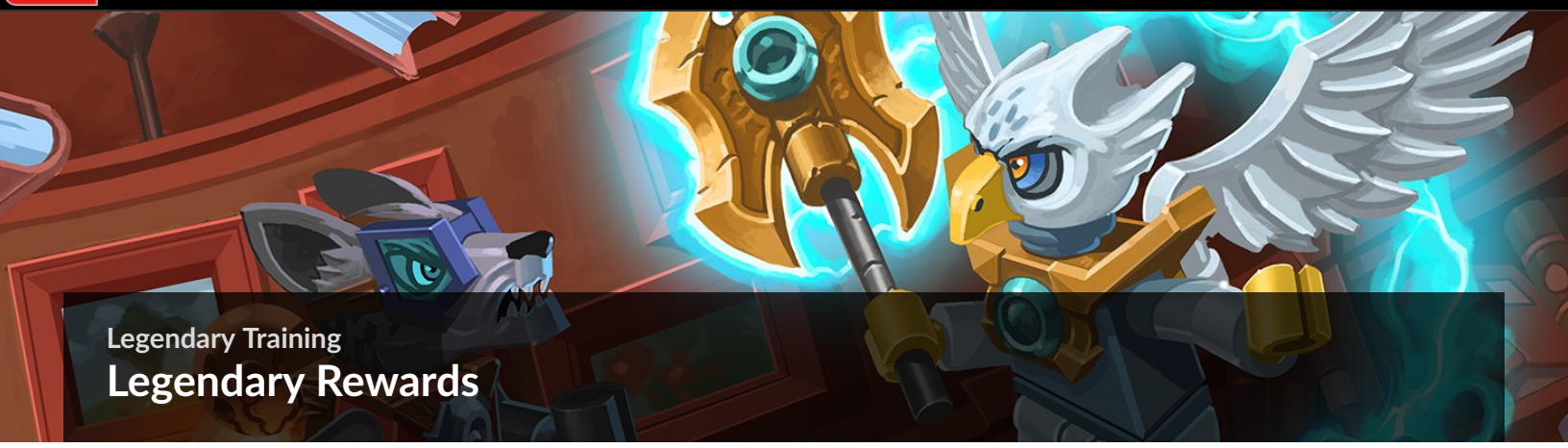
To progress through most levels, you usually need to use a switch, crank, or lever. Look for circular icons to appear near these objects, which can be manipulated. Then, while standing in the icon, press the Action button to flip a switch or hold down the Action button to push or pull a lever. For cranks, press the Action button to grab on to it, then move the left thumb pad in a circular motion to turn the crank.

Using Abilities

Each character has one or more abilities. Most of these are used by either holding down the Attack button or pressing the Action button when there is an object with which your character can interact. Check out Chapter 1, which covers all the characters, for more information about the various specific abilities.

Chi

After completing the first level—Spiral Mountain—Chi orbs are scattered around the various areas of the Land of Chima. They can be released by destroying plants and other objects as well as by defeating some enemies. Later on, you can absorb Chi from glowing rocks and plants. Once you have gathered enough Chi, you can choose to use it to power up your character for a short amount of time. When a character is powered up, he or she can pull handles and use his or her abilities or special objects. These objects glow to let you know that they require Chi power to be manipulated. In addition, while powered up, characters can move faster and have more powerful attacks. You can also instantly power up at Chi pads.



Legendary Training

Legendary Rewards

Part of the fun of becoming a legend is collecting rewards. There are lots of rewards in LEGO *Legends of Chima: Laval's Journey*, so be sure to get them all.

Studs

Studs are the currency in LEGO games, and Chima is overflowing with them. You'll find studs just lying around, waiting to be collected, and you can discover many more simply by smashing stuff. Studs come in four colors, each with a different value.

- Silver studs are worth 10 studs.
- Gold studs are worth 100 studs.
- Blue studs are worth 1,000 studs.
- Purple studs are worth 10,000 studs.

Not only can you use studs to purchase things, you need to collect them in each of the ten levels to earn the True Legend award. Each level has a certain number of studs that must be collected to earn this award. A meter appears at the top of the screen as you are collecting studs to show your progress towards the True Legend award.

Tip

Lines of studs are also used by the game to help you know where to go next. If you are not sure where to go, look for some studs and follow their path as you collect them.

Collectibles

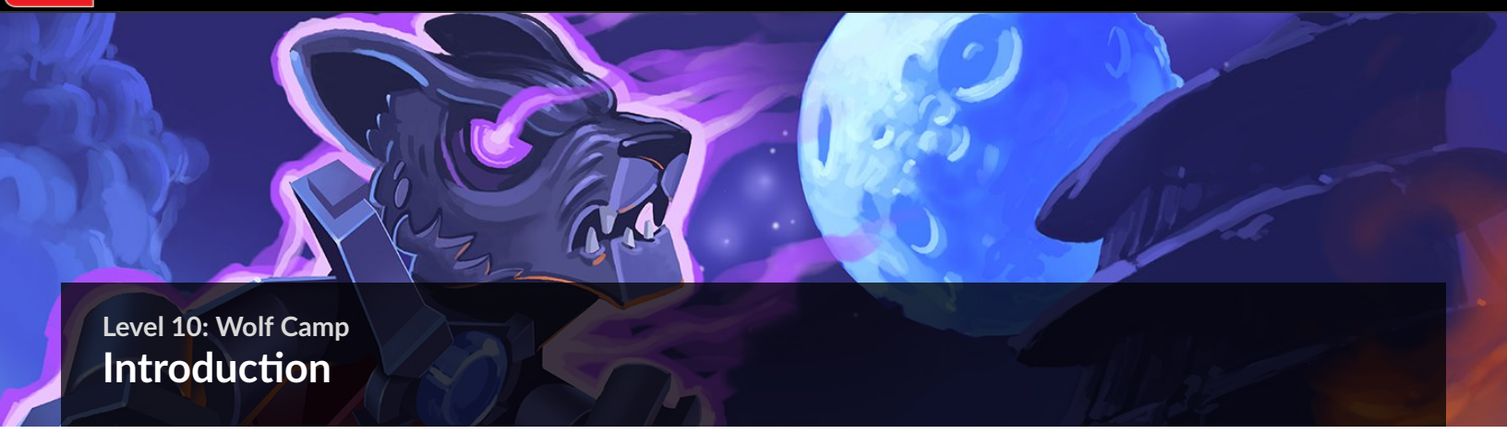
There are several types of collectibles found in LEGO *Legends of Chima: Laval's Journey*. Character tokens unlock characters that you can then purchase at the shops in the Lion Temple hub. Find treasure and take it to specific characters in the game and they will unlock Extras for you. In the hubs, you can also find tribe bios and location bios that help tell the story of the characters and areas in the game. Finally, each hub has a wheel that you must find. If you are going for 100% completion for the game, you need to find each and every collectible. The chapters covering the levels and hubs have maps and directions to show you how to get all of the collectibles.

Extras

Extras provide extras to enhance your playing experience. Extras are unlocked by finding treasures and taking them to characters in the game. You then must go to the shops in the Lion Temple hub and purchase each Extra. Finally, go to the Extras menu and activate an Extra to take advantage of its effect. Most Extras are fairly expensive, so save up those studs.

Tip

Five of the Extras multiply the value of the studs you collect. These are the Extras you want to unlock and purchase as soon as you can. Plus, they are cumulative in their effects. For example, if you have both the x2 and x4 Extras activated, each stud is worth eight times its original value. If you have all five of these Extras activated, each stud is worth 3,840 times (2 x 4 x 6 x 8 x 10 = 3,840) its original value! With all five of those Extras activated, you can collect millions of studs in a single level instead of just thousands of studs.



Level 10: Wolf Camp

Introduction

Story Characters

- LAVAL
- ERIS
- GORZAN
- ROGON
- CRAGGER

True Legend Stud Requirement

30,000

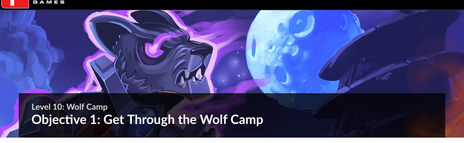
After learning the secret about the triple Chi power, Worriz leaves Laval's group and flees back to his Wolf Camp to exploit this power for his own uses. Laval and his friends must follow Worriz to the Wolf Camp and stop their Wolf friend before he can cause a catastrophe.

Note

For more information on getting to Wolf Camp, see Chapter 13 on the Lion Temple Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Shiny Rock**	Free Play	As Furtivo or Skinnet, go through a crawl hatch. Switch to a raven and pick the lock to get this treasure.
2		**Bear Net**	Free Play	Destroy a large plant and power up a wolf to dig down. Destroy three gifts to reveal the treasure.
3		**Wolf Huntress**	Story	Go into a tent in the Wolf Camp and destroy everything. Assemble the pieces into a speedor to get a character token.
4		**Windra**	Free Play	Power up with Chi and then pull the handles in the stone Lion's mouth to get the character token.
5		**Wolf Veteran**	Story	As Cragger, drop down into the water. Assemble the bricks into a maze. Turn a crank to get the ball to the slot to unlock this character token.
6		**Wolf Hunter**	Story	Slip past the search lights without being seen to uncover a character token.
7		**Wilhurt**	Story	Destroy five chests found on floating platforms to get this character token.



Level 10: Wolf Camp

Objective 1: Get Through the Wolf Camp

You begin on the outskirts of the Wolf Camp. Before heading to the right, move to the left to pick up some studs so you can begin working towards reaching the True Legend requirement.

As you begin moving to the right, a large Wolf vehicle begins chasing you. Start running away.

Jump over or slide under logs to stay ahead of the vehicle. There is no room for error here since the vehicle is literally on your tail.

When you start climbing up a ramp, be ready to jump over a log that comes rolling down towards you.

Dodge or jump over more logs as you continue fleeing, then jump up and grab a vine hanging over a large pit. Jump across to another vine and then up to a small wooden platform to finally escape the vehicle.

Wait for the vehicle to pass by, then continue moving to the right. As you reach a bridge, wolves blow it up and leave you stranded in the water on a floating piece of bridge.

Switch to Cragger and drop down into the water. Swim towards the waterfall, and then do a spinning jump to get up onto the wooden platform. Walk into the cave to continue.

Inside the cave, smash a crate and assemble the bricks into a switch. Pull the switch to cause steps to rise up from the dark depths.

Jump across the steps to get to a climbing wall. Climb to the top and to the right to drop onto a small platform.

Jump up onto a zip line and ride it down to another small platform. Then jump across a series of handholds as you move to the left.

Free Play

Shiny Rock

Switch to Furtivo or Skinnet and crawl through the hatch to get to a high platform. Select a raven and then pick the lock of the chest to get the treasure.

Select Rogan and move to the right until you come to a large rock blocking your way. Use a charge attack to break it up. Then switch to Eris and jump up onto a spear trap. Soar across a gap to the right to get to a narrow platform.

Break open a crate and pick up a switch. Carry it to the end of the walkway and then switch to Gorzan. Power punch the red switch to make a cage drop. Climb up the chain to get to a higher platform.

Select Eris and shoot at a target along the back wall of the cave. This drops a platform down so you can move across.

Break another crate and assemble the pieces into a Wall Run pad. Use it to get to the other side of a waterfall.

Switch to Cragger and follow the path up to a diving board. Jump off of it and into a small whirlpool that carries you out of the cave.

Free Play

Bear Net

After exiting the pool, move to the left and drop down a ledge. Continue toward a large plant that releases toxic fumes. As Eris, shoot at it from a distance so it does not damage you. After is it destroyed, switch to a wolf, power up with Chi, and dig at the spot below the plant's location. After dropping into a party, defeat the wolves and destroy three gifts to get the treasure.

Fight off two groups of wolves. Pick up the handholds they drop and throw the handholds at the cliffside near the waterfall.

Climb up the handholds to get to a small platform near the top of the waterfall.

Switch to Eris and soar down to the right.

Move past some spinner traps using jumps to avoid getting hit. Then switch to Rogon and charge attack a rock wall to break it open so you can continue into an opening that leads to the Wolf Camp.

Once you are in the Wolf Camp, you must fight off lots of wolves. If necessary, switch to Laval or another character who is a good fighter.

Wolf Huntress Character Token

During or after the fight with the wolves, move into a tent. Destroy all of the objects inside and then assemble the pieces into a speedor to get the character token.

Switch to Gorzan and water a grow spot. Once a mushroom grows, bounce on it to jump over a log and continue to the right.

Destroy plants and fight wolves. When you get to a Wolf statue, break a plant and assemble pieces into a bounce pad. Then attack the chains holding up the statue. When it leans, bounce up onto the statue and then walk across a chain to get up on top of a wall.

Drop down and move across a courtyard. Switch to Laval and jump up onto a claw wall. The wolves knock it down, so power up at the Chi pad and fight off all the wolves in the courtyard.

Assemble some pieces into a Lion pad, then power up and use the Lion pad to get up to the top of the walls.

Move past some spinner traps and then drop down a climbing wall on the right side.

Attack the yellow jack holding the Wolf vehicle in place so that the vehicle rolls into the water and clears your path.

Free Play

Windra Character Token

Power up a character with Chi and then pull the handles in the stone Lion's mouth to get this character token.

Wolf Veteran Character Token

Drop down into the water as Cragger. Assemble a pile of bricks into a maze. Then use the crank to rotate the maze to get the ball into the socket to win the character token.

Wolf Hunter Character Token

As you approach the main gate, walk past the search lights without being seen to get this character token.

Move out into a search light and then fight off the wolves that drop down to attack.

The last wolf drops a handle. Pick it up and then carry it over to the platform. Put the handle in the crank and then use the crank to raise the platform so you can get to the top of the wall.

On top of the wall, push the lever to open the main gates. Then drop down to the ground and move through the gates to continue.

Level 10: Wolf Camp

Objective 2: Get to the Top of Spiral Mountain

You have reached Spiral Mountain again. However, it is now infused with Chi power. Make your way to the right and jump across to a floating platform with a spinning plant. Destroy the plant.

Assemble the pieces of the plant into swinging poles. Switch to Gorzan and swing across the poles to get to solid ground.

Switch to Eris and shoot at a target on a small platform. Assemble pieces that fall down into a Wall Run pad and then use it to get to the other side of the gap.

Wilhurt Character Token

When you see a rotating platform, drop down to a lower level and move to the right. As Eris, shoot at the target to drop a chest to the ground. Destroy the chest. You need to find four more chests and destroy them to get this character token.

Move to the left and destroy a plant. Switch to Gorzan and water the grow spot. Use the mushroom to bounce up to the level where you were before.

Jump across to a rotating platform, careful to watch for the buzzsaw. Continue across to the walkway.

Get past a spear trap, then switch to Rogan and use the Rock On move to destroy some spinner traps and pendulum traps.

Watch out for a couple large logs that crash into the wall and block your way. Assemble a slide out of a pile of bricks, then slide under the logs. Continue to the right, fight some wolves, and then enter a doorway.

As Laval, use Roar to break away a section of the path and make it float off by itself. Then switch to Gorzan and water a grow spot. Walk along the vine that grows across to the right.

Wilhurt Character Token

Move to the right past a climbing wall and drop down to a lower level. Shoot a target to get to the second chest. Then climb up handholds to get back up to the upper level. Climb the wall up to the higher level.

As you climb the wall, wolves blow it up. Switch to Laval and use the Chi pad to power up. Then assemble bricks to make a Lion pad to get up onto the upper level.

Make your way to the left, moving across roots and destroying dangerous plants along the way. Watch out for the roots that rise up and drop down. You have to time your movement under them so you do not get squashed.

Fight off lots of wolves. The last one drops a red switch. Carry it over to a green pad, then switch to Gorzan and power punch the switch to collapse some of the ledge above you. Assemble the bricks that fall into a spring pad. Slam jump onto the pad to launch yourself up to a higher level.

Switch to Eris and shoot at the two targets while avoiding the boulders the wolves are throwing down at you.

Wilhurt Character Token

Shoot a target to drop the third chest, then destroy the chest. Only two more to go to get the character token.

Swing across the two chains left after you shoot the targets to get to the right side of the gap. Then go through the doorway to continue to the next section.

Defeat a wolf that is powered up on Chi so you can get through a barricade of boulders.

Wilhurt Character Token

When you get to a Wall Run pad, drop down to a lower level to get the fourth chest. Switch to Laval and jump up to the claw wall to get back up. Then use the Wall Run pad to continue to the right.

Select Rogon and use his Rock On move to destroy the spinner trap. This lets you assemble a pile of bricks into a Wall Run pad. Use the pad to get across the gap. This time, however, you have to time it to avoid the spear traps along the side of the mountain between the Wall Run pads.

Move to the right. Switch to Gorzan and punch the red switch to cause swinging poles to extend from the side of the mountain. Swing across the poles to get to the other side of the gap.

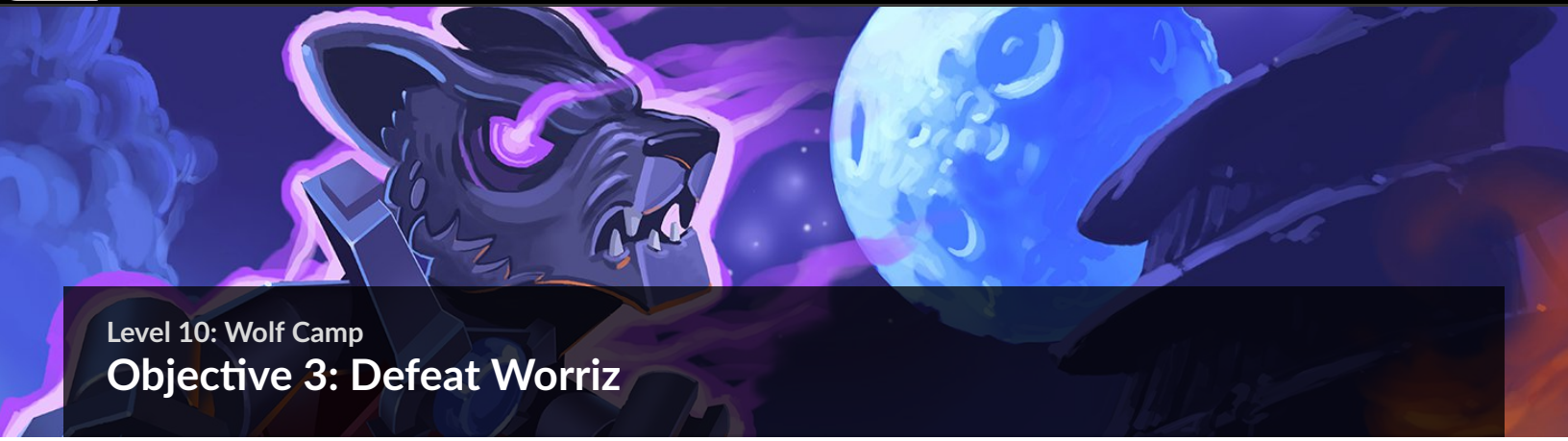
Switch to Eris and take the power from the Tech Swap Node.

Wilhurt Character Token

Shoot the target to drop the fifth chest down to the lower level. Soar down and destroy the chest to get the character token.

Move to the right, past the two Wall Run pads you already crossed, to get to the other Tech Swap Node. Transfer the power to the node to open the cage. Use the spring pad to slam jump your way up to the higher level.

Destroy the plant on this platform, then move through the doorway to get to the top of Spiral Mountain.



Level 10: Wolf Camp

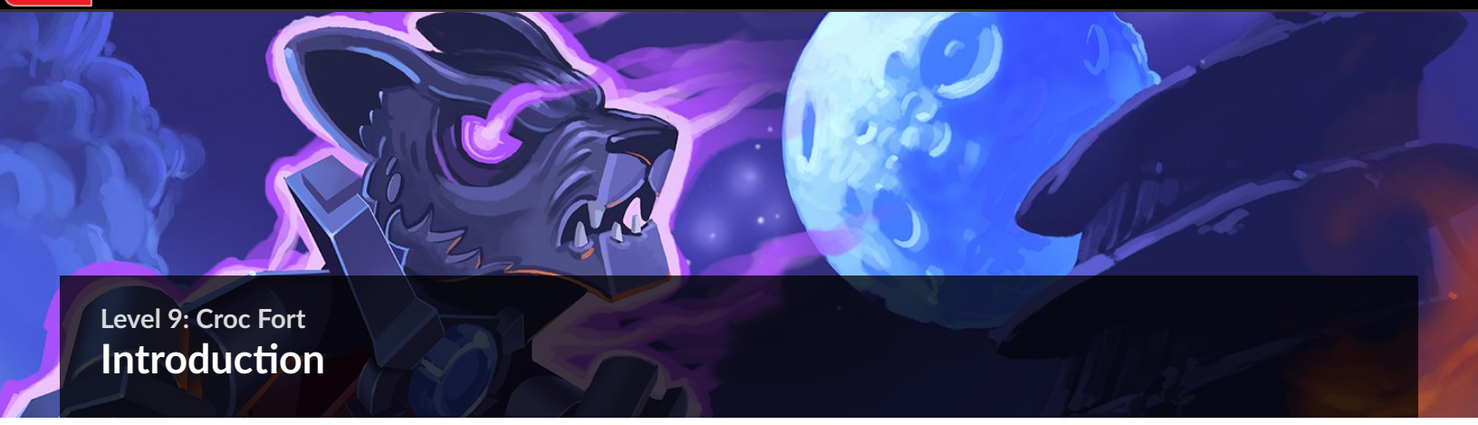
Objective 3: Defeat Worriz

Worriz has the triple Chi power. You must defeat him before he causes more damage to Chima. Start attacking him to lower his health.

Worriz attacks you with lightning. Watch for the target icons to appear and jump out of the way to avoid being hit.

Worriz then makes power fist attacks. Dodge out of the way of the fists and attack while Worriz is recovering at the end of his attack.

As you collect Chi, power up and use your slam jump attack to inflict damage on Worriz as well as the other wolves he summons to attack you. Worriz also has slam jump attacks of his own, so be ready to jump out of the way. Keep up the fight until Worriz is finally defeated.



Level 9: Croc Fort

Introduction

Story Characters

- LAVAL
- ERIS
- GORZAN
- WORRIZ
- ROGON
- CRAGGER

True Legend Stud Requirement

18,000

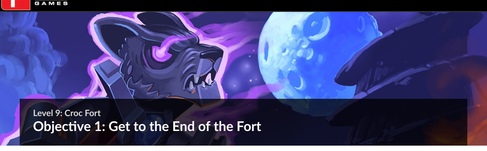
Crooler has taken the triple Chi power and Lagravis and is escaping. Laval and his group must move through the Croc Fort to chase after her and prevent her from misusing the incredible power of Chi.

Note

For more information on getting to the Croc Fort, see Chapter 17 on the Croc Territory Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Crooler**	Story	Use a rhino to charge attack a rock door near the toxic goo to get this character token.
2		**Croc Huntress**	Story	As Worriz, use Chi to power up, then dig at a large dig spot. Keep digging down to the bottom of a shaft to flood the chamber. Switch to Cragger and swim back down the shaft to get the character token.
3		**Croc Tablet**	Story	Break down a rock door with Rogon's charge attack and flood the chamber. Then switch to Cragger and swim to the room. Spin jump up to a high ledge to get the treasure.
4		**Crug**	Free Play	After the chamber is flooded, get to a platform on the right side, switch to Furtivo or Skinnet, and go through a crawl hatch to get a character token.
5		**Croc Hunter**	Free Play	As a bear, use the fishing pole to pull up a locked container. Switch to a raven and pick the lock to get this character token.
6		**Croc Bark**	Free Play	Power up Cragger with Chi and then pull on handles under the water to get this treasure.
7		**King Crominus**	Story	Lower the water near a claw wall and then drop back into the water to find a character token in a submerged alcove.



Level 9: Croc Fort

Objective 1: Get to the End of the Fort

As the level begins, you take control of Cragger in a lower level of the fort. The only place to go is down into the water.

Sink down into the water and begin moving to the right. Watch out for spear traps and time your movement to get past them without taking damage.

When you get to the far end, press the Action button to swim up to the surface. To get back up into the fort, you need to perform a spin jump. To do this, hold down the Action button and Cragger will spin in the water and then leap up out of the water.

Climb up some stairs and then turn a crank at the top to lower a wooden platform down over the green toxic goo.

Jump up onto the platform and then drop off the right edge to land on another platform. Turn the crank on this platform to raise it up to the level of the first. Then jump over to the right and crank a third platform up to its highest level.

Crooler Character Token

Drop down onto the remains of a wooden platform down in the toxic goo and switch to Rogon. Charge attack the rock door to break it open so you can get a character token. Remember to change back to Cragger before venturing out into the goo.

Get back up onto the wooden platforms and then leap across to a chain. Climb up it and then swing it so you can leap onto the ledge on the right and go through the doorway.

Change to Laval and move all the way to the right side of the room. Roar at a statue to get an eye piece and carry it over to a stone crocodile head.

Now climb up a wall and then up some handholds to get to an elevated platform. Push a statue off of the platform and then climb back down to the lower level.

Pick up another eye piece from the pieces of the statue, carry the eye piece over to the stone crocodile head, and insert it. The head opens to reveal a Chi pad.

Switch to Rogon and charge attack a rock door on the far right side of this area to break it down. Don't worry about the room on the other side for now. You will come back to it later.

Switch to Worriz, power up with Chi, and then dig at the large dig spot. Keep digging all the way to the bottom to release a geyser of water that floods the chamber.

Croc Huntress Character Token

As the chamber is flooding, switch to Cragger. Sink down into the water and swim down to the bottom of the shaft that Worriz dug. At the very bottom is the character token for which you are searching.

Croc Tablet

After the chamber floods, swim down to the bottom and move through the doorway Rogon broke open. Spin jump to leap up out of the water and land on a high ledge. Pick up the treasure and then return to the flooded chamber.

Free Play

Crug Character Token

Swim up to the surface and get to a platform on the right side. Switch to Furtivo or Skinnet and then crawl through the hatch. You emerge at a secret platform where you can pick up this character token.

Swim into a narrow chamber near the climbing wall in the flooded chamber. Spin jump to get up onto a dry area with stairs.

Climb the stairs to the top, fighting some crocodiles along the way who try to stop you. Continue through the doorway at the top to exit the fort.

As you emerge from the fort, jump up onto a zip line and ride it down to the next part of the fort.

Watch for a purple stud as you are sliding down the zip line. Drop into the water and swim over by the pillar on which the valuable stud rests. Use a spin jump to get up into the air so you can reach the top of the pillar.

Fight off several crocodiles that attack you at this section of the fort. Once they are defeated, move to the right side of this platform and then drop down into the water.

Free Play

Croc Hunter Character Token

After defeating the crocodiles, switch to a bear and go fishing off the side of the fort. When you pull up a locked container, switch to a raven and pick the lock to get a character token.

As Cragger, sink down into the water and move to the right. Get up on a submerged platform and turn a crank to lower the water level.

Once you are on a dry platform, switch to Rogon and move to the right to charge attack a stone door. Then switch back to Cragger and turn the crank again to raise the water level.

Move through the open doorway and past some spear traps. Continue out of this area and into the open water.

Free Play

Croc Bark

Power up Cragger with Chi and then pull on some handles under the water to get the treasure.

Continue to the right to a crank and turn it to lower the water level.

King Crominus

Dive back in the water. Just below the platform with the crank you will see a new exposed alcove that contains a character token. Get it and swim back up to the platform.

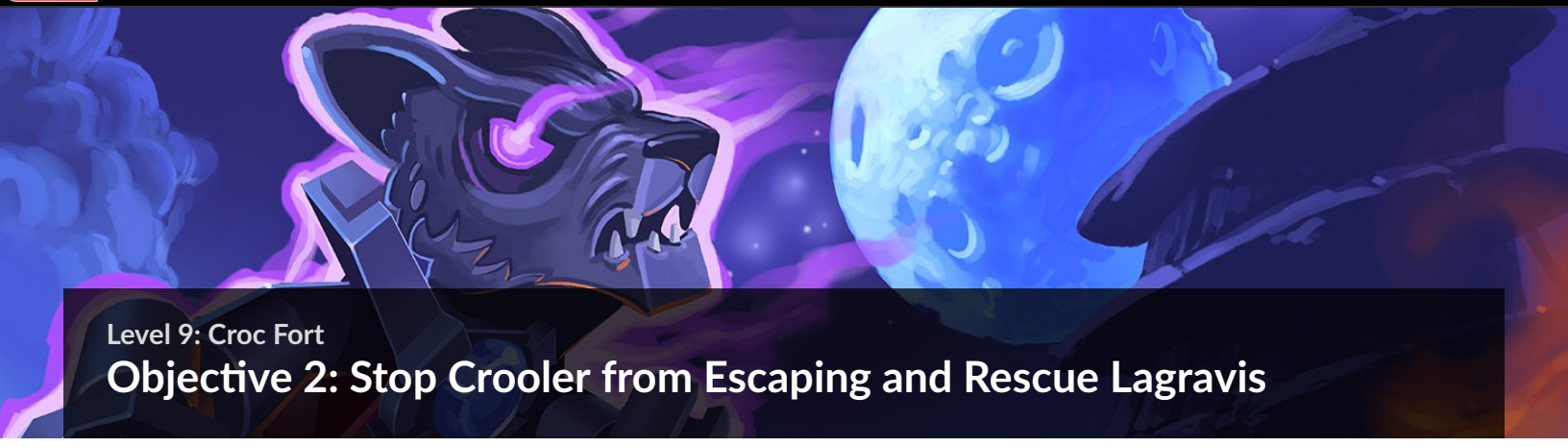
Switch to Laval and jump up the claw wall to get on top of the fort. Then select Gorzan, jump up to the swing poles, and swing your way to the right. Keep going until you get to a fort platform.

Defeat several crocodiles that attack you. Once you defeat the last one, a handle appears. Pick it up, put it in the crank, and turn the crank to raise a platform with a puzzle piece on it. Pick up the piece and carry it to the wall. There is also another puzzle piece left behind by the crocodiles, so put it on the wall as well.

Switch to Laval and use Roar near the statue by the crank to break the statue and reveal another puzzle piece for you to place on the wall.

As Worriz, dig at a spot on the right side of the platform to find the final puzzle piece. Put it on the wall with the rest.

Move the pieces around to create a picture of a crocodile. Once you do, a trap door under your feet opens and you fall to the next area.



Level 9: Croc Fort

Objective 2: Stop Crooler from Escaping and Rescue Lagravis

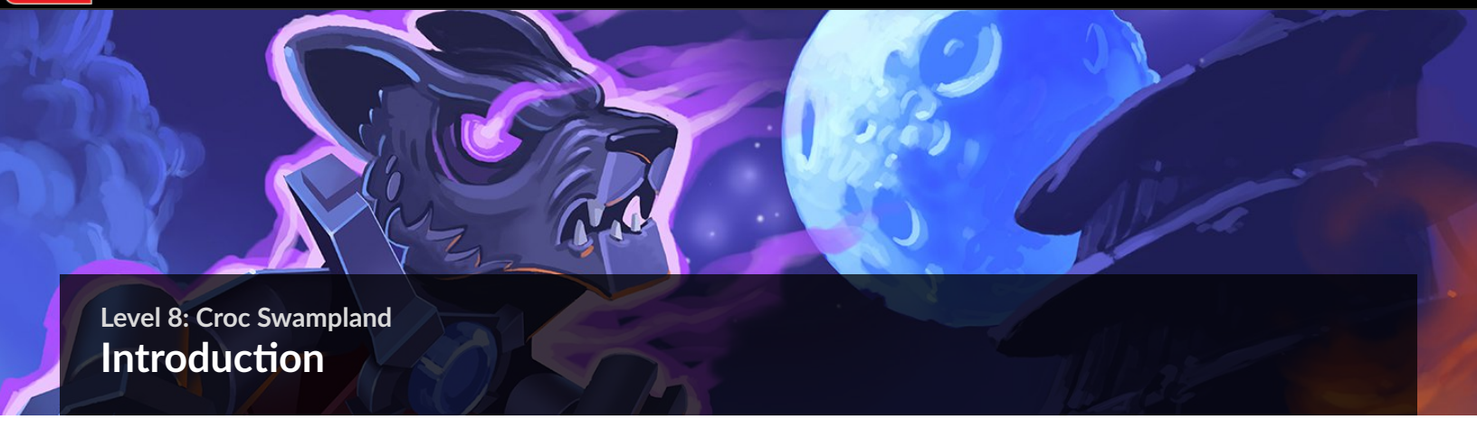
Crooler has taken the Croc Command Ship to use for her escape. Laval has stowed away on the ship. As a jet ski crashes on the deck, assemble the pieces into a turret on the stern of the ship.

Climb into the turret and open fire on the Croc helicopter as it tries to attack you. Stop firing when the helicopter fires at you so your shields will protect you. Then when the enemy stops firing, it is your turn to return fire.

After Eris in her Eagle Interceptor takes care of the helicopter, crocodiles will leap onto the deck of the Command Ship. Defeat each of them in turn.

Once the crocodiles are defeated, Laval drops an anchor and brings the Command Ship to a halt. Switch to Cragger, drop down into the water, and sink to the bottom. Avoid the projectiles fired by the turret on the bottom of the Command Ship as you pick up the anchors holding the explosive mines in place. Carry them to a position directly under the Command Ship so the mines will float into it and blow up.

Bring the anchors of three mines to the indicated spot. When they all hit the Command Ship, it will be damaged enough so Laval can rescue Lagravis and add him to your party in the Lion category.



Level 8: Croc Swampland

Introduction

Story Characters

- LAVAL
- ERIS
- GORZAN
- WORRIZ
- ROGON

True Legend Stud Requirement

23,000

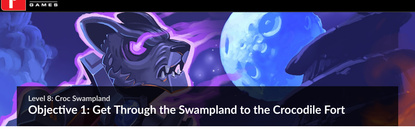
Cragger has the triple Chi power. This is too much power for one individual to wield—especially for someone such as Cragger. Laval and his friends must travel through the Croc Swampland to get to Cragger and stop him.

Note

For more information on getting to the Croc Swampland, see Chapter 13 on the Lion Temple Hub and Chapter 17 on the Croc Territory Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Croc Mud**	Free Play	Shoot at a target with Eris, then switch to a bear and go fishing for the treasure.
2		**Stink Bug**	Free Play	As Eris, power up with Chi and then soar up into a boost ring to get to a high platform with the treasure.
3		**Croc Sister**	Free Play	As a crocodile, sink down in the water around the fort and destroy an underwater statue to get a character token.
4		**Croc Brother**	Free Play	Sink down into the water around the fort as a crocodile. Power up with Chi and pull on some handles. Pull a lever to open a cage, then go get the character token.
5		**Furtivo**	Story	As Rogon, use the Rock On move to destroy three crocodile head smash traps to get a character token.
6		**Rizzo**	Free Play	As Rogon, power up with Chi and charge attack some rocks next to a wall. Climb the wall and handholds to get to the character token.
7		**Crawley**	Free Play	As a bear, fish out pieces to assemble a statue. Push the statue back. Switch to a rhino and charge attack a rock wall. Pull this statue forward to get a character token.



Level 8: Croc Swampland

Objective 1: Get Through the Swampland to the Crocodile Fort

Laval and his group arrive in the Croc Swampland to seek Cragger and the triple Chi power. However, you must be careful. Cragger is expecting you and will make your progress through the swamps dangerous.

Right at the start, you face three spinner traps. They are slow enough for you to dodge them to get past them. You can also switch to Rogon and use the Rock On move to break the spinners.

Just after the spinners, you have to get past a log trap. Wait for the logs to crash together, then rush past them.

Continue to a swampy area. Jump across on small pads while avoiding the sharp pendulums that move back and forth across your path. Take your time so you don't get hit and knocked into the water.

As you approach another swampy area, several crocodiles attack. Fight them off. The last crocodile is tough because he uses Chi to power up. Avoid his attacks and make attacks of your own when he is recovering.

Once the crocodiles are defeated, switch to Gorzan and water a grow spot. A balloon plant rises up and knocks part of the tower into the swamp.

Jump across to the piece of the tower, then jump to three Lion-eating plants. You have to jump quickly or they snap shut on you.

As Gorzan, water a grow spot in the middle of the smelly green clouds. The giant flower that grows gets rid of the smell, so you can switch to Worriz. Follow a scent trail to a dig spot where you can uncover bricks for assembling a spring pad.

Get up onto the spring pad and do a slam jump to propel your character up onto the ledge on the right. Destroy the attacking plant before it causes too much damage to you.

Free Play

Croc Mud

Switch to Eris and fire at the target to the left of the ledge. Then switch to a bear character and fish for the treasure.

Switch to Rogon and charge attack the stone door to break it open so you can enter the temple.

Slam jump with Rogon on the large stone on the floor of the temple to break up the stone into bricks. Then switch to Worriz and dig up the pile and assemble the bricks into a lever.

Pull the lever to reveal a Tech Swap Node, then switch to Eris. Take the power from the Tech Swap Node and transfer it to another node on the wall to the right to reveal a climbing wall.

Climb up the wall, then move across handholds, Wall Run pads, and another climbing wall to get to the top of the temple.

At the top of the temple, jump over to a hanging bar. As it rotates, climb up the bar and jump through an opening to exit the temple, which is built into a tree.

Switch to Gorzan and jump over to a swinging pole. Wait until the buzzsaw is out of the way, then swing across to the next pole.

Now jump across to a vine and swing across to more vines and then more swinging poles to get past two more buzzsaws.

Land on a wooden platform and fight several crocodiles. Defeat all of them, then drop down to a lower level of the platforms.

The last crocodile drops a handle. Pick it up, place it in the crank, and then turn the crank to lower a platform containing a red switch.

Pick up the switch and place it in a green pad on the trunk of the tree. Switch to Gorzan and power punch the red switch to lower a bridge.

Free Play

Stink Bug

Cross the bridge to get to some more wooden platforms. Switch to Eris and power up with the Chi you have collected. Soar through the boost ring to get to a high platform where the treasure is located.

Jump up onto a zip line and ride it down to a stone fort where you must fight off several crocodiles.

Free Play

Croc Sister Character Token

Switch to a crocodile, jump off the edge of the fort, and sink down into the water. Move to the right to find a statue. Break the statue by attacking it to reveal a character token.

Free Play

Croc Brother Character Token

As a crocodile, dive down into the water around the fort, power up with Chi, and then pull on some handles to reveal a lever. Pull on the lever to open a cage along a walkway on the surface. Then swim up to the surface to collect the character token.

This purple stud is on a stone pillar in the middle of the water below the fort. Switch to a crocodile and sink down into the water. Then do a spin jump to get up out of the water and onto the pillar.

Wall Run to get to the other side of the fort.

Furtivo Character Token

Switch to Rogon as you approach three stone smash traps. As the stone crocodile head moves up, do the Rock On move so that the trap comes down, hits your rocks, and breaks. Break all three traps and then head back to the left to get the character token.

Pull a lever to the right of the traps, then move back to the left and attack the machinery and gears. Reassemble the pieces into a launcher. Push the lever to set the launcher, then jump up onto the pad to propel yourself up to a higher level of the fort.

Fight off several crocodiles that attack you. Then switch to Worriz and follow a scent trail around the area so that you activate the correct touch pads in order to open a gate.

Free Play

Rizzo Character Token

Before moving through the open gate, head through a passage on the left side of area to get to another part of the fort. Switch to Rogon and power up with Chi. Do a charge attack on some rocks against a wall, then climb up the wall to get to a higher platform.

Move through the opened gate and head down some stairs to battle against several crocodiles.

Free Play

Crawley Character Token

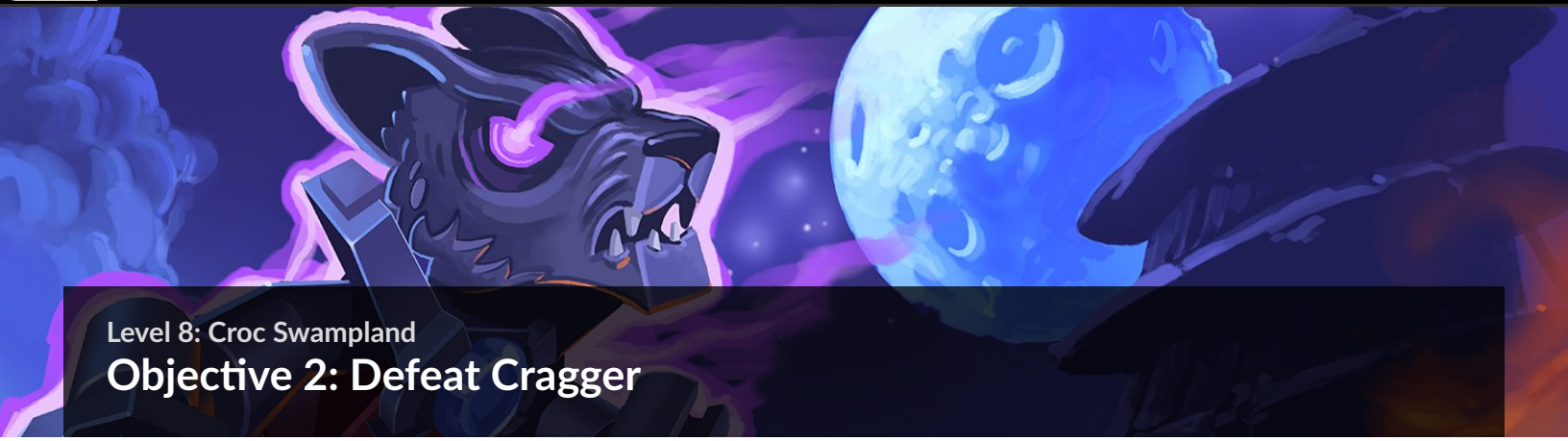
Switch to a bear and do a bit of fishing to pull up several bricks. Assemble them into a statue and then push the statue along a checkered pad. Switch to a rhino and charge attack the rocks just to the right to reveal another statue. Pull this statue forward to get the character token.

Switch to Rogon and charge attack a rock wall near a barricade. Then switch to Gorzan and power punch a red switch to destroy the barricade.

Move to the right and use Roar near a stone crocodile head to break it.

Switch to Worriz and follow a scent trail to the left to a dig spot where you can dig up a disc. Take it back to the right and place it in the large circular lock.

Pull the levers next to the lock to rotate two rings until three discs of the same color are all lined up. Move through the opened doorway to continue.



Level 8: Croc Swampland

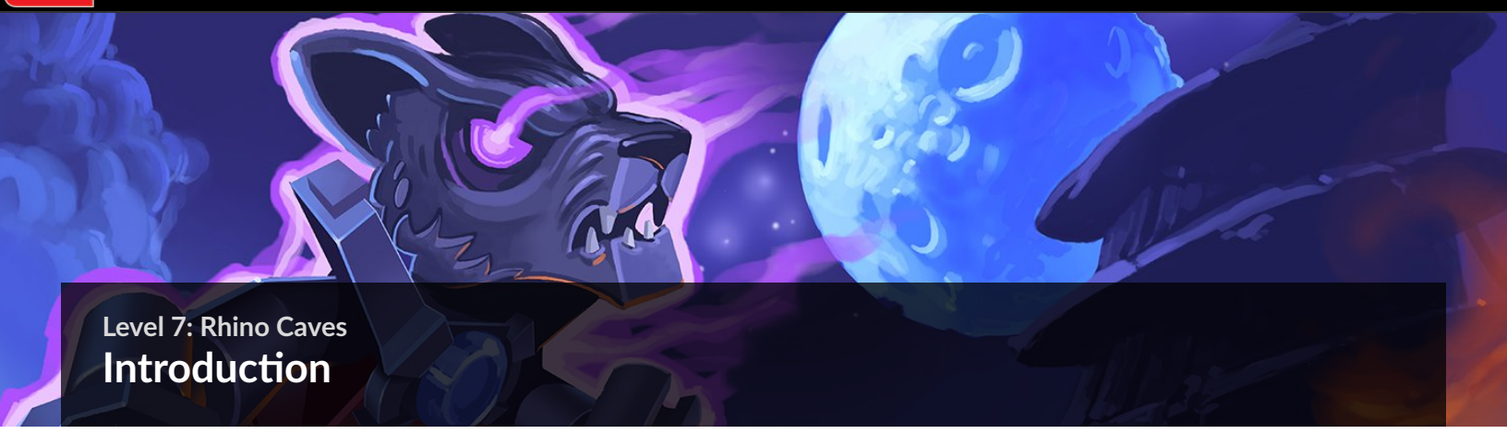
Objective 2: Defeat Cragger

It is now just you against Cragger. Since Cragger has the triple Chi power, he can perform some powerful attacks. Avoid them and, while he is recovering, get in some attacks of your own.

In addition to his spinning attack, Cragger also can launch power fists at you. Keep moving to dodge these attacks.

As you attack Cragger, you collect Chi power. Once you have enough, power up and perform slam attacks and other attacks to inflict more damage. Eventually Cragger brings in more crocodiles and powers them up to attack you.

Keep up the powered-up attacks to finally reduce Cragger's health down to nothing in order to defeat him. Once he is beaten, Crooler takes the triple Chi power and flees. Since he is the only one who knows where Laval's father, Lagravis, is located, Cragger joins up with Laval and his friends.



Level 7: Rhino Caves

Introduction

Story Characters

- LAVAL
- ERIS
- GORZAN
- WORRIZ
- ROGON

True Legend Stud Requirement

14,000

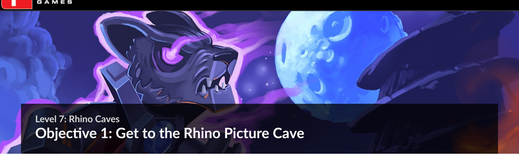
Laval and his friends have reached the Rhino Caves where an important item for triple Chi power is rumored to be hidden. With the help of Rogon, Laval must try to find this item before Cragger gets it.

Note

For more information on getting to the Rhino Caves, see Chapter 16 on the Rhino Quarry Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Grizzam**	Free Play	As a crocodile, jump into the underground river and slam jump on a crate to destroy it and get the character token.
2		**Runk**	Free Play	As a crocodile, swim into the whirlpool. Push a stone column into the wall, then move up a climbing wall to reach the character token.
3		**Wakz**	Free Play	Ride across a zip line after falling through the whirlpool to get this character token.
4		**Rhino Tablet**	Free Play	As a rhino, jump down on a rock to drop down into a tunnel where this treasure is located.
5		**Rhino Warrior**	Story	Use Rogon to break open a stone doorway to get this character token.
6		**Ordinary Rock**	Story	Ride a zip line down to a platform and destroy a crate to get this treasure.
7		**Rhino Veteran**	Story	Destroy a crate that falls off a ledge by the door with the Chi power node to get this character token.



Level 7: Rhino Caves

Objective 1: Get to the Rhino Picture Cave

After entering the Rhino Caves, you begin on a small platform. Jump across to a vine and climb down it to the lower level.

Jump down to a ledge near the water. Wait for a raft to flow past. Then jump onto the raft and then to the next area.

Absorb Chi power from the crystals in this area. Then, as Rogon, use the Chi to power up and do a slam attack on the glowing stone section in the middle of this area. When the stone breaks, a catapult rises up. Charge attack the rock around the catapult to free it so it launches a boulder to destroy some crates to the right.

Jump back across the water on a raft and then continue to the right until you get to a Chi pad. Use it and several nearby boulders break to reveal a gear.

Fight off some crocodiles, then pick up the gear and carry it to some machinery. Pick up another nearby gear and also add it to the machinery. Now pull the lever to cause a stone to retract into the wall.

Power up at the Chi pad and then climb back up some handholds to get to a higher ledge near where you started. Charge attack through a rock wall.

Pick up the handle and place it on the crank. Turn the crank to raise a climbing wall. Climb it to get to a lever that you must pull to retract another stone so a bridge can rise up into position.

Power up with Chi, then move across the bridge to charge attack another rock wall and continue to the next area.

Free Play

Grizzam Character Token

Switch to a crocodile and jump into the river to the left of the whirlpool. Jump up on the crates and slam jump them to destroy them. One of them contains a character token.

Free Play

Wakz Character Token

Pick up a handle and then jump into the water in the lower level. Put the handle into a crank and turn it to create a bridge of rocks. Move across this bridge and construct a spring pad. Slam jump on it to get up to a higher platform. Move to the right and then ride a zip line down to get this character token.

Free Play

Runk Character Token

Swim into the whirlpool as a crocodile to get to a lower area. Push a stone column into the wall on the right side to raise a climbing wall on the left side. Move to the wall and climb it to get the character token.

Free Play

Rhino Tablet

Switch to a rhino and then slam jump on a rock to drop down into a tunnel where you can pick up this treasure. Change back to a crocodile and then swim into a small whirlpool to get back to the higher level.

Move to the far right side of the level and use Rogon's charge attack to break a rock that, when destroyed, causes part of the upper ledge to drop down and form steps.

Rhino Warrior

Jump up the steps and then charge up Rogon with Chi power so you can do a charge attack against a rock door. Inside, get the character token and then pull on a lever to open a gate to the left.

Walk over to the opened alcove and pull another lever to start the two stone wheels turning and cause rocks to extend from the walls to the left to create a walkway.

Jump across the stream using the stone steps. Then power up at the Chi pad and charge attack the rock column to push it into the wall. This causes the steps to rise up and form columns you can use to get to the higher walkway.

Defeat lots of crocodiles. Be sure to power up at the Chi pad so you can cause more damage. Then head to the left, jump up to grab a zip line, and ride it down to another platform.

Ordinary Rock

After getting off the zip line, fight off several crocodiles and destroy a crate to find this treasure.

Assemble some bricks from the crate into a crank. Then push the crank to raise steps up out of the water. Jump across them to get back to the other side of the stream. Then move to the right to get back up to the upper level.

Jump up the stone columns to get to the highest one. Then switch to Laval and jump to the claw wall to get the rest of the way to the elevated area.

At the top, defeat some crocodiles, then move to the left. Switch to Rogon and slam jump a rock to break through and drop down into an alcove with a Tech Swap Node. Switch to Eris and take the power from the node.

Jump across the stone columns to get to a door on the left. Activate the Tech Swap Node to open the door.

Rhino Veteran Character Token

As you approach the door, a crocodile falls and pushes a crate off of the ledge. Drop down and destroy the crate to get this character token.

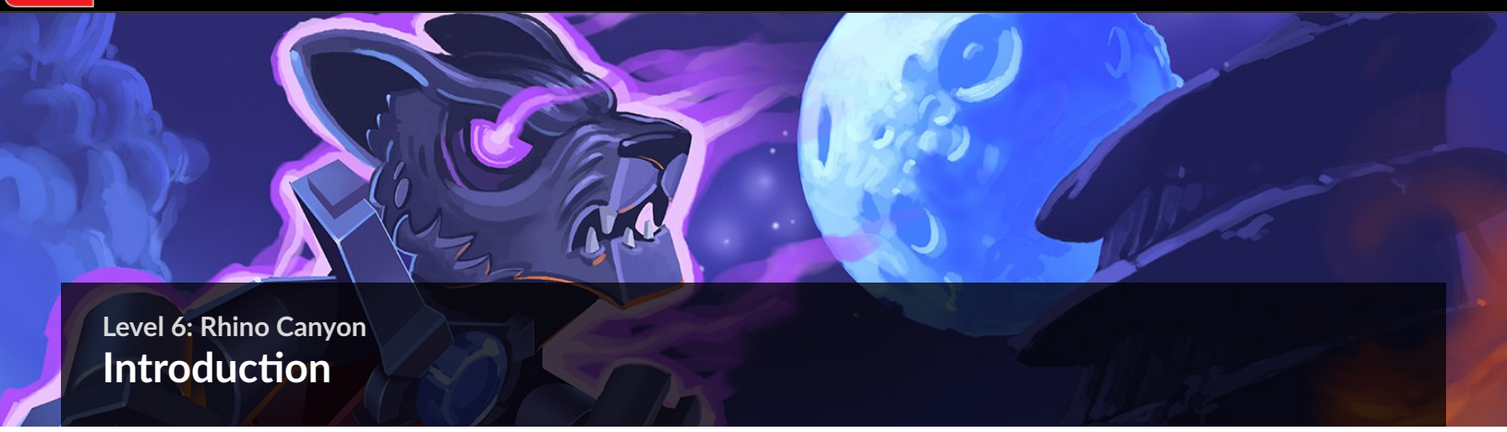
After passing through the doorway, you come to a fighting ring. Here you must defeat some rhinos. Rogon is the best choice. Rukus fights first and charges you. Dodge his charges, then attack while he is still dazed. When he is defeated, Runk fights next. He performs a Rock On move and surrounds himself with rock. As Rogon, charge attack to break the rock and damage Runk. Finally, both are in the ring and you must hit them both until the fight is over.

Once you reach the picture cave, switch to Worriz and follow a scent trail to some bricks. Assemble them into a Tech Swap Node.

Switch to Eris and transfer the power from the Tech Swap Node to another node to make a picture rise up.

Now switch to Gorzan and power punch the red switch to make another picture rise.

Use Worriz again to dig up a claw wall and assemble it. Then select Laval and jump up the claw wall to get a tablet. Carry it down to the pictures and put it into the slot to raise the third picture. Then move through the doorway that opens to complete the level.



Level 6: Rhino Canyon

Introduction

Story Characters

- LAVAL
- ERIS
- GORZAN
- WORRIZ

True Legend Stud Requirement

32,000

Laval needs the help of the Rhinos to defeat Cragger and his allies. Therefore, Laval and his party are headed to Rhino Canyon to find his Rhino friend Rogon.

Note

For more information on getting to the Rhino Canyon, see Chapter 13 on the Lion Temple Hub and Chapter 16 on the Rhino Quarry Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Rukus**	Free Play	Collect three tablets using a raven to pick a lock, Furtivo or Skinnet to crawl through a hatch, a Chi-powered-up rhino to break through rock walls, and then a Chi-powered-up character to pull on handles. Put the tablets in slots and collect the character token.
2		**Dumbbells**	Free Play	As Eris, power up with Chi and fly through a boost ring to get to a ledge. Break open a crate to get the treasure.
3		**Lion Veteran**	Free Play	Use Furtivo or Skinnet to move through a crawl hatch to get this character token.
4		**Balkar**	Story	After raising a bridge, jump down to a lower ledge and break open a crate to get the character token.
5		**Grinding Stone**	Story	Activate a Chi power node with Eris, then switch to Gorzan and swing across poles to get to a platform. Destroy the crate to get the treasure.
6		**Winzar**	Free Play	Power up Worriz and dig through a big dig spot to get down into a tunnel. Follow it to the character token.
7		**Raven Veteran**	Story	Break a crate along a narrow ledge to the right of the large stone door to get this character token.

Level 6: Rhino Canyon

Objective 1: Advance Along the Ledges of Rhino Canyon

 You enter Rhino Canyon on a narrow ledge. You now have Worriz in your party for a total of four characters. Gather some nearby studs and then head off to the right.

 The first obstacle you encounter is a balance beam with four sections of rock that protrude out from the side of the canyon wall. Wait until the closest rock retracts, then start moving across. You can stop in between rocks to wait for your path to clear and then time your movements to get to the other side safely.

 When you get to the end of the ledge, jump across to a vine and climb up it to get to a higher ledge.

 Switch to Gorzan and power punch the red switch to clear a barricade of boulders so you can continue to the left and enter a cave to continue.

Free Play

Rukus Character Token

 Before moving into the cave, jump across to a platform on the left. Switch to a raven and pick the lock on the chest to get a tablet. Then pick up the tablet and place it in the slot on the wall to the right. You need to find two more tablets to get the Rukus character token.

After emerging from the cave, jump up onto some hanging bars and then continue onto a ledge. Switch to Furtivo or Skinnet and move through the crawl hatch to get to a secret location. Switch to a rhino and power up with Chi so you can break through a rock wall. Continue your charge though some more rock walls and then break open some boulders to find a second tablet. Place it in the slot on the nearby wall. Only one more tablet to go. Head back through the crawl hatch.

Power up a character with Chi and then pull on handles to the left of the crawl hatch. Then pick up the tablet that drops down, carry it to the right, and place it in a slot to release the character token.

 Break a crate and then switch to Worriz. Follow a scent trail to the right.

 When you find a dig spot, dig up some pieces and assemble a Chi power node. Switch to Eris and collect the power from the node.

 Carry the power back to the left and place it in another Tech Swap Node to reveal a climbing wall. Climb up the wall to a series of handholds that you must jump across to drop into a fenced-in area.

 Defeat several rhinos. The last one drops a handle. Insert the handle into a crank and then turn the crank to open a door to another cave. Enter the cave.

 As you emerge from the cave, soar across a gap to get to a ledge on the right side. Break the wooden floor to drop down into a passageway.

 Assemble some pieces in the passageway into handholds and climb up them to get back up to the ledge. Then leap across a gap to the right.

 Switch to Worriz and dig up a spot to find some bricks. Assemble them into handholds.

 Climb up the handholds until you get to a high ledge where a tablet is located. Pick it up and then carry it onto a wooden elevator platform that carries you down to the lower level. Place the tablet in a slot next to a door.

 As Worriz, power up at the Chi pad, and then dig up the large dig spot to drop down into a tunnel. Retrieve another tablet and put it in a slot near the door to partially open the door.

Free Play

Dumbbells

 Switch to Eris, use the Chi pad, and then climb back up the handholds. Soar through the boost ring to get to a secret ledge. Break open the crate to get the treasure. Then walk across a balance beam to get back.

Free Play

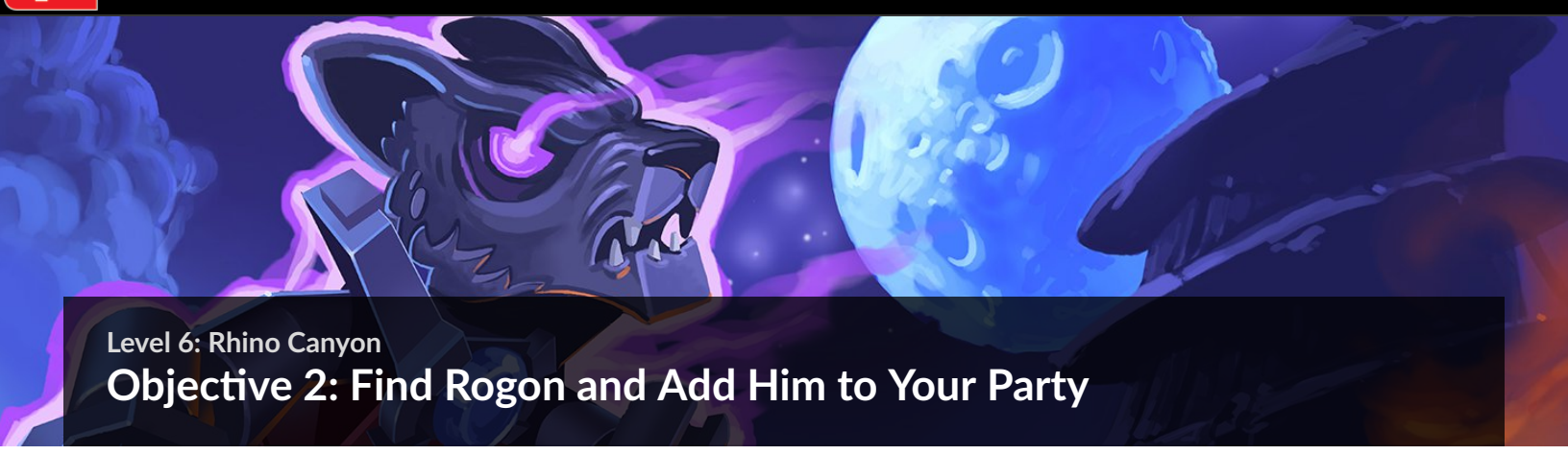
Lion Veteran Character Token

 Switch to Furtivo or Skinnet and crawl through a hatch next to the tunnel entrance. After emerging on a remote ledge, break open a crate to get the character token.

 Slide under the door and then switch to Gorzan. Power punch the red switch to break up some rocks that drop down to a lower level and break crates blocking the entrance to a tunnel.

 Before dropping down to the tunnel, move across to the right to get a purple stud.

 Drop down into the tunnel and move to the left. Break a crate and move into the wind to rise up to a ledge. Enter a cave to continue to the next part of the level.



Level 6: Rhino Canyon

Objective 2: Find Rogon and Add Him to Your Party

After emerging from a cave, move to the left. Avoid the spears and assemble some bricks into a lever. Pull the lever to raise a bridge section. Also be sure to get the power from the Tech Swap Node on the wall.

Move across the bridge and fight a rhino, then break open a crate to get a tablet. Carry it back across the bridge and place it into the slot by the door.

Balkar Character Token

Soar down the right side of the platform on the other side of the bridge to get to a lower ledge. Destroy the crate to get the Balkar character token.

Assemble another pile of bricks by the spears into a climbing wall. Climb up the wall and continue up some handholds to get another tablet. Carry it down to the door and put it into position. Once the door opens, move through the cave to another ledge.

Break open some crates and assemble the bricks into a Chi power node. After fighting off some rhinos, pull the lever to lower a bridge that leads back to the platform with the spears.

Grinding Stone

Use Eris to activate the Chi power node to cause swinging poles to extend from the wall. Switch to Gorzan and swing across these poles to get to a wooden platform. Destroy the crate to get the treasure. Recover the Chi power from the node as Eris before soaring over to the left.

Free Play

Winzar Character Token

As Laval, jump up a claw wall. Switch to Worriz and power up with Chi so you can dig though a large dig spot. Drop down into a tunnel and move to the right. Climb up a wall and handholds to get to the character token.

Once you emerge from the tunnel, push a crate to the right so it drops down to a lower platform. Then jump down and push it to the right.

Pick up a gear, drop down to the ledge, and place the gear in some machinery. Turn a crank to open some gates to the left.

After defeating several rhinos, push two crates into alcoves in the side of the wall. This opens a large door on a ledge below you. Now move to the left and begin descending wooden platforms and a wall to get to the lower level.

On the way down, be sure to pick up the purple stud on a small platform to the left of the climbing wall.

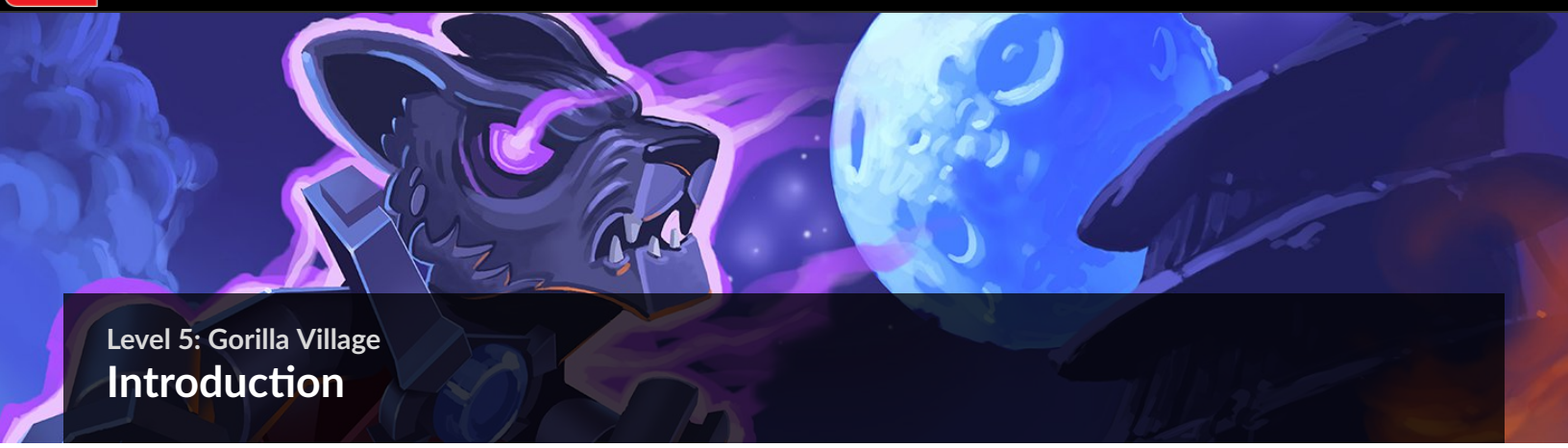
Fight off rhinos on the lower ledge and then move to the left and pull a lever to lower a bridge. Continue to the left to find Rogon.

After adding Rogon to your party, use his charge attack to break up some large boulders for practice. Hold down the Attack button to charge up the attack, then release the button. Rapidly press the Attack button to complete the destruction of the boulders.

Raven Veteran Character Token

Move all the way to the right, past the large stone door, and then along a narrow section. Destroy a crate at the end to get the Raven Veteran character token.

To finish this level, use Rogon's charge attack to break down the large stone door and continue to the next level.



Level 5: Gorilla Village

Introduction

Story Characters

- LAVAL
- ERIS
- GORZAN

True Legend Stud Requirement

16,000

Ravens have taken over the homes in the Gorilla Village. Laval, Eris, and Gorzan must drive them out.

Note

For more information on getting to the Gorilla Village, see Chapter 15 on the Gorilla Region Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Razar**	Free Play	As a wolf, smash plants near the start, then follow a scent trail to a dig spot to dig up a character token.
2		**Grumlo**	Free Play	Use the Rock On move as a rhino to destroy the three spinning traps to get this character token.
3		**Gorilla Elder**	Story	Get past the swinging traps on the log without getting hit to reveal a character token.
4		**Fine Fruit**	Free Play	As a rhino, use the Rock On move to destroy all of the swinging traps on the log to get the treasure.
5		**Cuddly Toy**	Free Play	As Furtivo or Skinnet, go through a crawl hatch and then jump across to several platforms to the left. Climb on top of a house and then slam jump as a rhino to get the treasure.
6		**Gorilla Dudette**	Free Play	Climb down a wall and jump across to some handholds to the right to get to the character token.
7		**Gorilla Dude**	Story	Jump up onto a mushroom and then the roof of the house to reach this character token.

Level 5: Gorilla Village

Objective 1: Remove the Ravens from the Village

You begin at the left end of this level. Head towards the right, smashing plants as you go, to begin collecting studs that count toward the True Legend stud requirement for this level.

Free Play

Razar Character Token

Right at the start, switch to a wolf and attack some plants near this spot. Sniff around the paw print icon and follow the trail to a dig spot where you can dig up a character token.

There are three spinning traps that you must get past to continue. The key is to move close to the right of the first spinner and then move to the left of the second spinner into the spot where a circle of studs indicates it is safe. Then time it right to get past the third spinner while also avoiding the second spinner.

Free Play

Grumlo Character Token

Switch to a rhino and use the Rock On move to create a rock in the path of the spinning traps to break them. Once all three are destroyed, a character token will appear.

Continue to the right. Jump up on a mushroom to get to a large stump. As a gorilla, water the grow spot to make a bouncy mushroom appear, which you can use to jump up onto the large log.

Gorilla Elder Character Token

There are several swinging traps along the log. Time your movement to avoid getting hit. If you can make it all the way across untouched by the traps, you can collect a character token and also a purple stud.

Free Play

Fine Fruit

Switch to a rhino before crossing the log. As you move past the swinging traps, use the Rock On move to break the traps. Once all traps are destroyed, a treasure appears.

After getting off the log, power punch the red switch as the gorilla to knock some ravens out of a home.

Defeat the ravens and then assemble some bricks on the ground to create a ladder that you must climb to move through a large tree trunk.

As you emerge from the tree, water the grow spot and wait for a small tree to sprout up from the ground. Watch as the three pieces of fruit light up. These colors match the three large mushrooms. You must slam jump on the colored mushrooms in the same order as the pieces of fruit light up to cause some swing bars to emerge from the side of the tree trunk.

Jump up onto the first swing bar and then swing jump across to two more bars.

From the bars, jump across to a vine. Swing to a second vine and then jump off onto a platform to the right. Continue across a hanging bridge to a home on the right, fighting a couple ravens along the way.

Free Play

Gorilla Dudette Character Token

After getting the Cuddly Toy, climb down a wall and then jump across to a series of handholds. Keep going to the right until you can reach the character token.

Free Play

Cuddly Toy

Switch to Furtivo or Skinnet and then go through a crawl hatch. When you emerge on a platform, jump across a series of platforms to the left until you reach a house. Climb up on top, then switch to a rhino. Perform a Rock On move on the rock on top of the house to expose a fan that lifts you up into the air to get the treasure.

Gorilla Dude Character Token

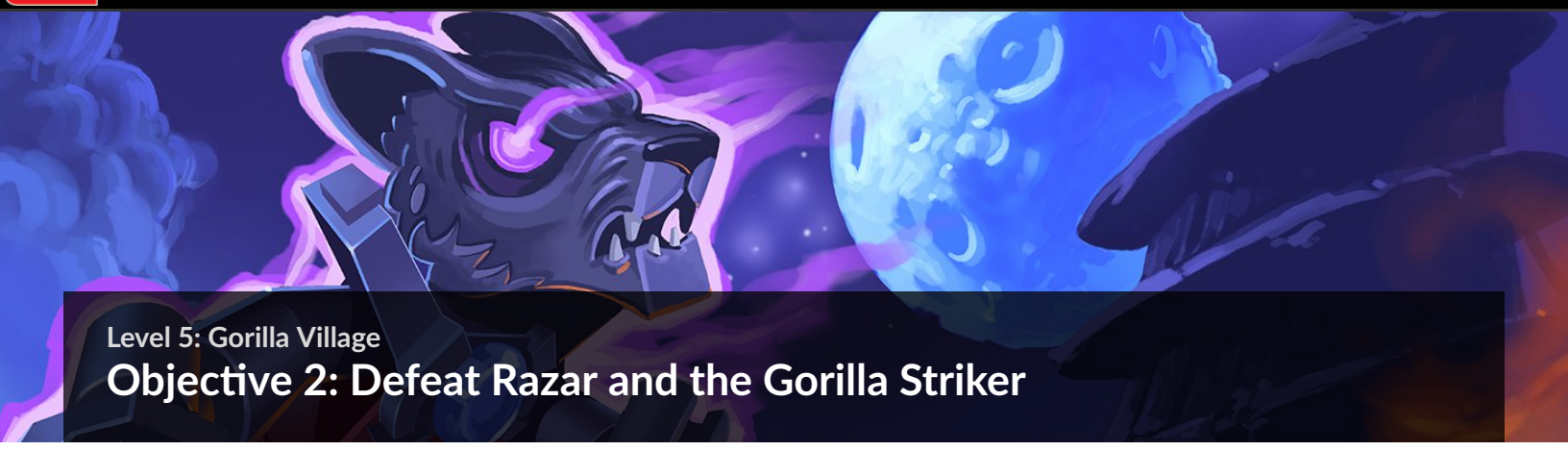
Destroy the flower machine next to a house, then jump up on a mushroom and continue with a jump up onto the top of the house to get this character token.

Continue to the right across another hanging bridge to a platform with a large flower machine on it. As a gorilla, do several power punches on the red switch to destroy the machine. Assemble the pieces into a spring pad and perform a slam jump to get up to a higher platform.

Climb up a wall to get to a platform on the right. Smash some plants into pieces and then pick up a handle that is released. Carry it back down to the lower platform.

Insert the handle into a crank on the side of the house and then turn the crank to open a hatch in the top of the house.

Bounce on a mushroom to the right of the house to get up onto the roof. Then jump on some swinging bars to get to the bar with a beehive. As you swing on this bar, the hive drops down into the house and flushes out the ravens. Defeat the ravens to advance to the boss battle.



Level 5: Gorilla Village

Objective 2: Defeat Razar and the Gorilla Striker

Razar has taken control of the Gorilla Striker mech and is using it to try to defeat Laval and his friends. This boss battle is easier if you switch to Eris. Start shooting at the mech to inflict damage on it.

Watch for the Gorilla Striker to squat down. This lets you know it is about to jump and to try to stomp on you. Be ready to jump to one side to get away from it. Then start firing at it again. Repeat this tactic to hit the mech without being damaged yourself.

After the Gorilla Striker has taken some damage, Razar changes up his tactics. Now the Gorilla Striker launches bombs at you. Watch for the targeting icons to appear on the ground and jump out of the way of the bombs. Razar also mixes up the bombs with jump attacks.

When the Gorilla Striker falls down and a hatch opens, switch to Gorzan and power punch the red switch.

Razar resumes his jump attacks. However, after each jump, the Gorilla Striker is stunned for a few seconds. Rush in and attack it while it is down.

If you want some extra power to your attacks, jump onto the vines hanging at the front of the boss arena. Swing to the right and jump across to a platform with a Chi pad. Power up and then use slam jump attacks for more damage.

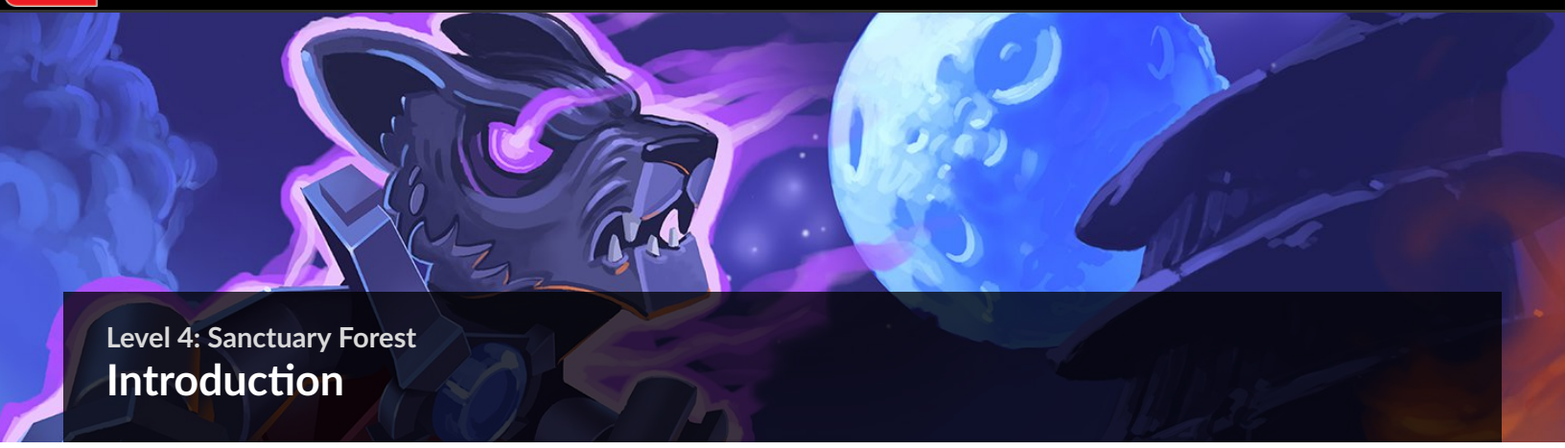
Use Gorzan's power punch when the Gorilla Striker falls down again. Then move forward and assemble a pile of bricks into a spring pad.

Slam jump on the pad to get up to some swing bars. Swing across these bars until you are over the Gorilla Striker, then drop down onto it.

Press the Attack button rapidly to fight against Razar. After defeating him, you take control of the Gorilla Striker.

As Razar runs around, press the Attack button to fire bombs at him. Aim ahead of him so that he runs into the bombs as they explode.

You can also make jump attacks. This takes careful timing so that you can land on Razar as he is moving from right to left in front of you. Keep up the fight until Razar is finally defeated and the level is complete.



Level 4: Sanctuary Forest

Introduction

Story Characters

LAVAL

ERIS

True Legend Stud Requirement

35,000

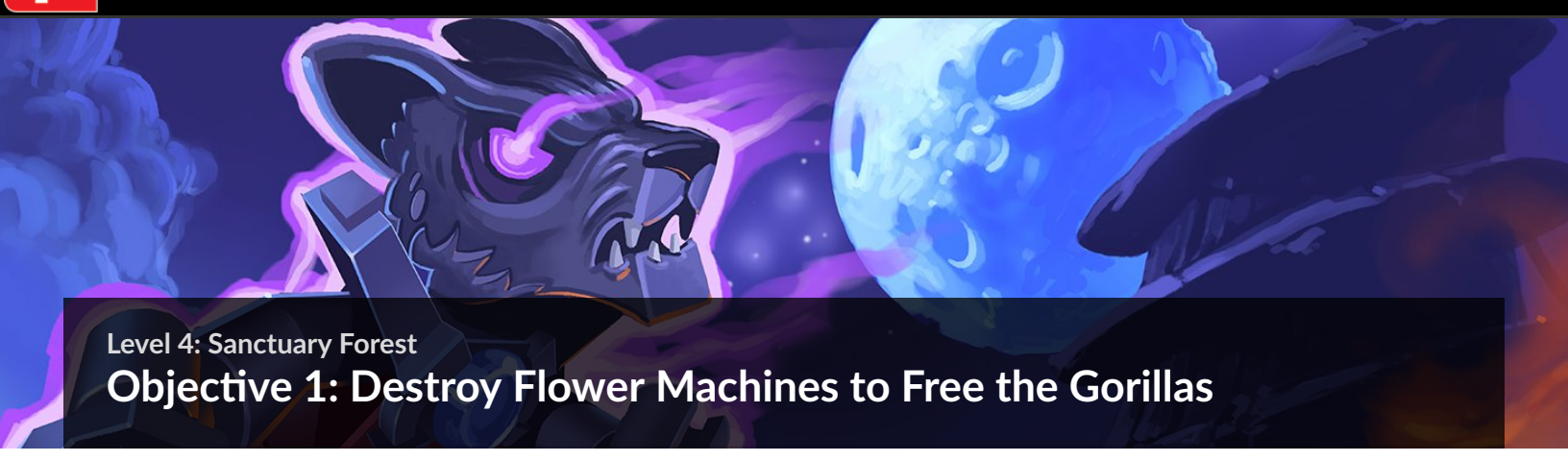
Ravens have invaded the Sanctuary Forest. They are using flower machines to keep the Gorillas hypnotized while they rob the Gorillas' homes. You must clear out the Ravens and free the Gorillas.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Scentful Flower**	Free Play	As a crocodile, spin jump out of the water to get to some elevated steps. Move across the steps to get to the treasure.
2		**G'loona**	Free Play	Sink down into the water as a crocodile and destroy the water plant to release the character token.
3		**Rawzom**	Free Play	As a raven, unlock a cage door and enter a secret passage to get to an upper platform where the character token is located.
4		**Rare Vegetable**	Free Play	Power up as a wolf and dig down into a secret underground chamber to get the treasure.
5		**Razcal**	Story	Slide down the log to get this character token.
6		**Raven Bomber**	Story	After crossing the Wall Run pad, destroy a plant to get this character token.
7		**Bungey**	Story	As a gorilla, swing up onto a home using poles. Punch a rope that is tied to the tree to release a bear.

Note

For more information on getting to the Sanctuary Forest, see Chapter 13 on the Lion Temple Hub and Chapter 15 on the Gorilla Region Hub.



Level 4: Sanctuary Forest

Objective 1: Destroy Flower Machines to Free the Gorillas

As you begin this level, start moving to the right. Slash away at plants and collect as many studs as you can.

When you come across a large plant with a red center, select Eris and stand back and fire at the plant. Watch for targeting icons to appear and dodge the bombs from this plant that fights back. Assemble the pieces of the plant into a claw wall and climb up it onto a ridge.

Attack some plants at the top of the ridge to find a brick. Carry it over to the pad, then stand on the pad to cause steps to rise up out of the water. Jump across the steps to get to the other side.

Free Play

Scentful Flower

Switch to a crocodile and drop down into the water. Look for a swirl in the water. Sink down and then press the Action button to spin and leap up into the air. Land on some elevated steps and jump across them to get to the treasure.

Free Play

G'loona Character Token

As a crocodile, sink down into the water and attack the water plant. Once it is destroyed, it will release the G'loona character token.

Continue to the right. Slide under a log and destroy another bomb plant. After dodging the bombs, assemble the pieces into a ramp and climb it up onto a giant stump.

On top of the stump, assemble some more bricks into a balance beam and walk across it to get to the top of the ridge on the right.

A flower machine is hypnotizing a gorilla. Destroy the machine and then assemble the pieces into a fan. Then, as Eris, soar up into the sky to land on top of another ridge on the right.

Free Play

Rawzom Character Token

Switch to a raven and pick the lock on a cage door near the edge of the ridge. Enter the passageway to get to an upper platform where the Rawzom character token is located. Be sure to pick up a purple stud while you are there.

Move all the way to the right and switch to Laval. Roar at the stone to break it and expose a Chi pad.

Free Play

Rare Vegetable

Switch to a wolf and then use the Chi pad to power up. Dig down at the dig spot to drop down into an underground chamber. Move to the left to find the treasure. Then construct some pieces into a claw wall. Switch to Laval and climb back up to the ground level.

As Laval, go to the Chi pad and power up. Then move to the Lion pad and press the Action button to leap up onto a large mushroom. Jump up onto a platform and then use a pounce wall to get to the top of a ledge. Push a crate off the ledge and then drop back down to the area below.

Assemble the pieces of the crate into a length of pipe. Switch to Eris and use the Chi pad to power up. Now climb up the pipe to get back to the top of the ledge. Then soar through the boost ring to fly up to a higher platform.

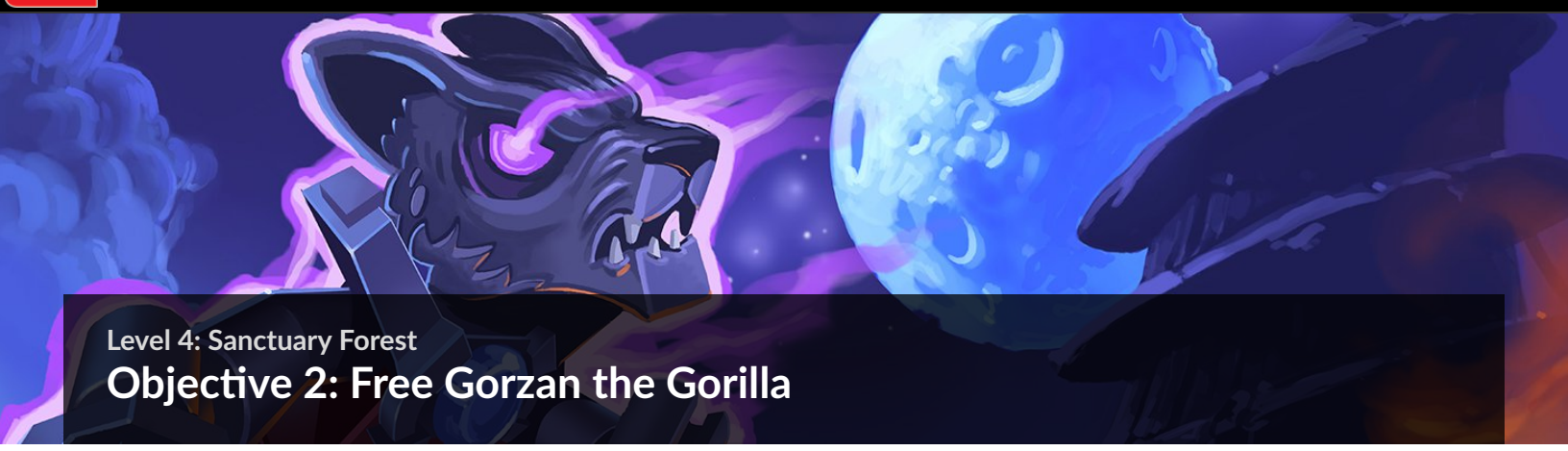
Jump up a series of platforms to get to a wall. Climb up the wall to the top to get to a platform with a flower machine and a couple hypnotized gorillas.

As Eris, shoot at the three targets at the top of the flower machine. Then attack and destroy the main part of the flower machine that is sitting on the ground. Assemble the pieces of the device into handholds and use them to climb farther up the tree.

As you reach another platform, shoot at the target above another flower machine that is hypnotizing a couple gorillas. Once the gorillas are freed, one power slams a red switch to open a hatch to a log slide.

Razcal Character Token

Ride down the log slide to get back to the forest floor. This character token is located along the slide chute. At the bottom of the slide, move into the gorilla house on the right to continue.



Level 4: Sanctuary Forest

Objective 2: Free Gorzan the Gorilla

As you continue, attack a bomb plant and then get out of the way. One of the bombs drops a beehive to the ground. Attack it to find a lever.

Pick up the lever and carry it over to a raft. Insert it into a crank and then use the crank to move the raft across the stream.

A few ravens are waiting on the other side of the stream. Defeat them and then continue to the right. Look for concentrations of Chi energy along the way. Follow the directions on the screen to absorb that Chi energy so you can power up without needing a Chi pad.

Attack a net of bricks so you can slide under a log. Fight off several ravens and then destroy another bomb plant near another stream. This breaks off the top of a rock in the middle of the stream so you can soar across to it and get over the stream.

Fight off ravens while avoiding attacking vines. When a vine uncovers a target, switch to Eris and shoot at the target to knock a raven to the ground. This raven powers up with Chi, so be careful while fighting him. Once you defeat him, the vines blocking your path to the right retract.

Slide under a log, fight off some more ravens, and then attack plants until you get a pile of bricks. Assemble them into a Wall Run pad and then use it to get past some nasty looking vines.

Raven Bomber Character Token

After using the Wall Run pad, destroy a plant near where you end this run to uncover this character token.

Assemble some bricks into a mechanical foot and then get out of the way. As it hops around, it knocks down a tree to create a makeshift bridge across another stream. Walk across the log to get to the other side of the stream.

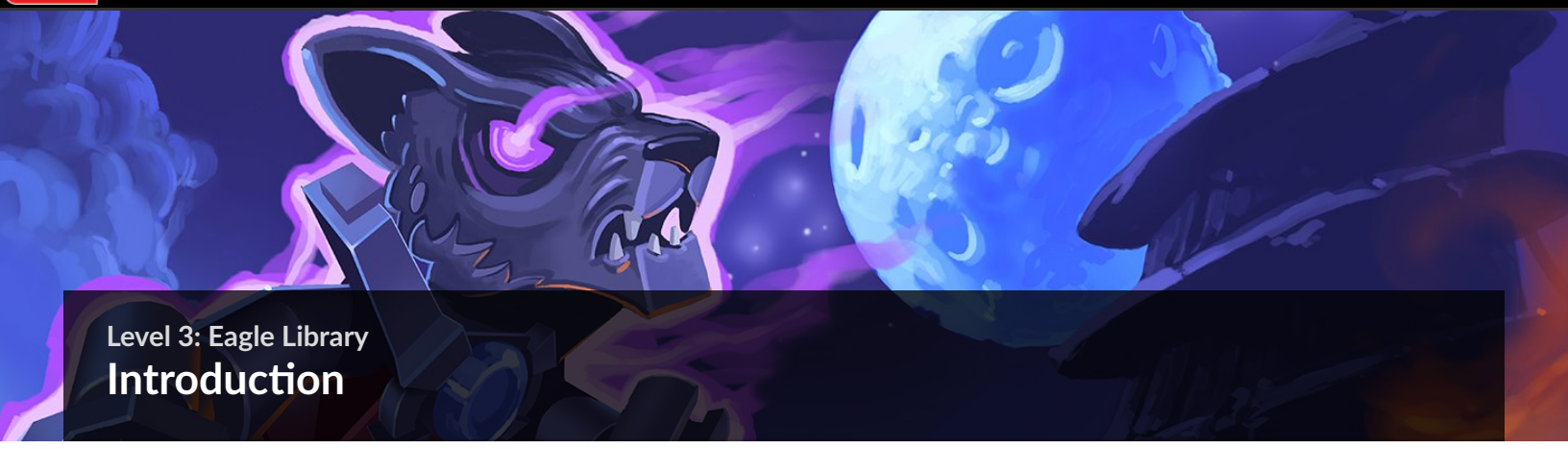
Continue to the right, avoiding spears that pop up out of a section of the path, until you get to a gorilla home. Destroy the flower machine to add Gorzan the Gorilla to your party.

Switch to Gorzan and fight off a couple ravens. Once they are defeated, poles emerge from the tree. Jump up onto a mushroom. From there, jump across to a series of swing poles to get to the top of the home.

Bungey Character Token

On top of the home, punch a spot where the rope is tied to the tree. This releases a bear who was captured by ravens. Drop back down to the ground to collect the Bungey character token.

Get back on top of the home and then jump into the gap between the trees to complete the level.



Level 3: Eagle Library

Introduction

Story Characters

LAVAL

ERIS

True Legend Stud Requirement

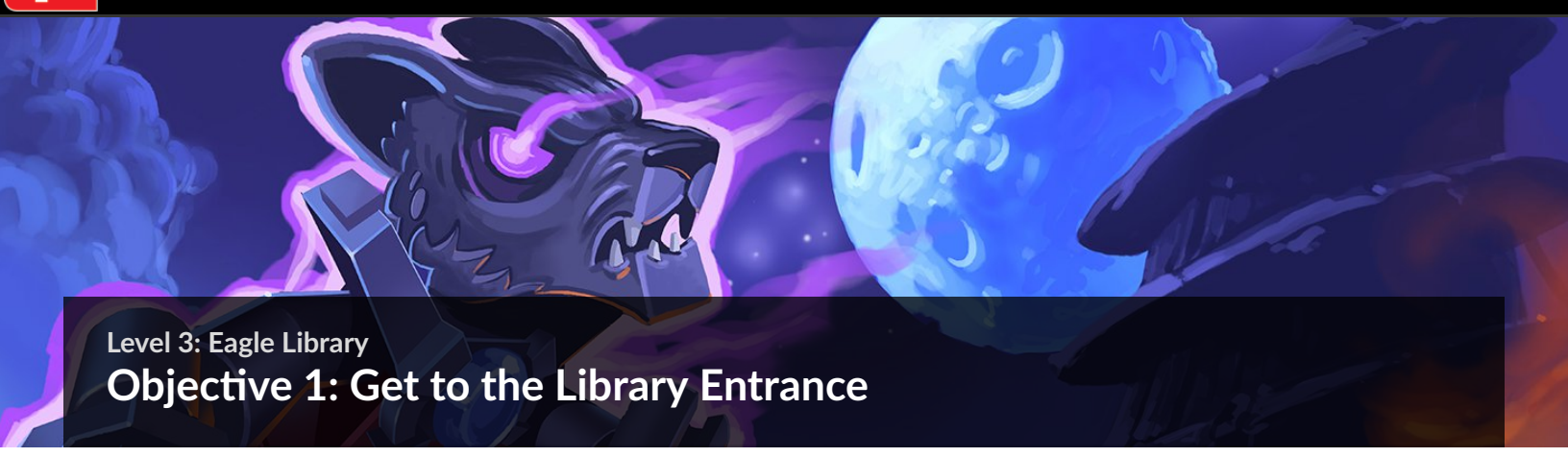
24,000

Laval succeeded in freeing Eris from the Wolves. She now joins his party. Together they must stop the Wolves from destroying the Eagle Library.

For more information on getting to the Eagle Library, see Chapter 14 on the Eagle Grasslands Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Pure Glacier Water**	Free Play	Pick a lock as a raven to get the treasure.
2		**Bozy**	Free Play	Use Furtivo or Skinnet to go through a small door. Attack the tree to wake a bear. Then switch to a wolf and dig up the character token.
3		**Equila**	Free Play	Use a wolf to sniff out a trail to a dig spot. Dig and then switch to a gorilla to water a grow spot. Jump up on a mushroom to get to a higher platform. Rotate two statues to get the character token.
4		**Eagle Elder**	Story	Assemble three portraits in the library to unlock this character token.
5		**Golden Eagle Totem**	Free Play	Power up a wolf with Chi and then dig down into the floor to get to a lower area. Switch to a gorilla and power punch a red pad.
6		**Eagle Librarian**	Free Play	As an eagle, soar up on a fan to a balcony. Move a bookcase and pull a lever. Move into another room, shoot a target, and then get up to a spiderweb. Attack the spiderweb to get the character token.
7		**Ewar**	Story	During the boss battle, Roar as Laval to break open a wall and enter a secret room. Break open a chest to get the character token.



Level 3: Eagle Library

Objective 1: Get to the Library Entrance

As this is the domain of the Eagles, this area is built for creatures that can fly. You will need to play as Eris during much of this level because her ability to fly allows you to move around. Start off by moving to the left and jumping. Hold the Jump button so you can soar across to the next platform.

Continue across to a third platform. Jump up onto the fan and then press the Jump button again to soar up to a higher level. Move across some brick clouds to collect extra studs.

A Wolf glider crashes onto the platform. Assemble the bricks into a windbreak and then push the windbreak along the checkered pad to block the fan. Step onto the pad to rotate the fan horizontally. Now jump up onto the fan, soar up into the air, and glide to the right to a higher platform.

Move to the right and wait for the stone head to close and stop blowing so you can jump and soar across to the platform to the right.

Tip

During Free Play, switch to a gorilla and water the grow spot. Then climb up the vine that grows there to get to a high platform where you can find lots of studs, including a purple stud.

Continue to the right and soar across to another platform. This platform has a fan surrounded by spikes. Avoid the spikes and use the fan to soar up into the air, and then soar across to the right to another platform.

As you move to the right, you come across another stone head that blows air. To stop the wind, take aim with Eris' gun and fire at the target above the head. Once the wind has stopped, soar across to the right.

Pull on a lever to open a door, and then pull a cart out of the doorway along the checkered pad. After it breaks, assemble the bricks and use the switch to blow up a third stone head so you can soar to another platform to the right.

Pull a lever to reveal a Tech Swap Node to the right. Take the power from the node and then pull the lever again. Apply the Chi to the node to the left of the lever. Finally, pull the lever a third time to activate a fan so you can soar up to a higher platform.

Jump across a couple brick clouds to get to a fan. Use it to soar up to a higher platform.

Free Play

Pure Glacier Water

Before taking the fan up to the higher platform, keep moving to the right. Switch to a raven and then pick the lock to the safe to get a treasure.

Free Play

Bozy Character Token

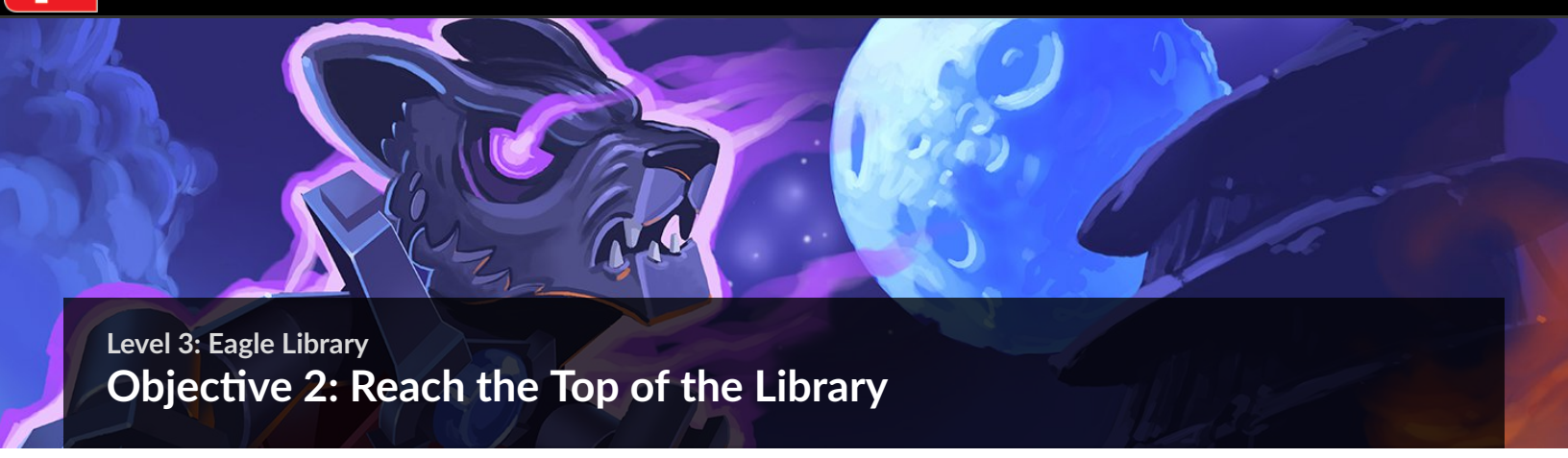
Switch to Furtivo or Skinnet and crawl through the hatch to the right of the safe. When you get to another area, attack the tree to wake up a bear so he will move. Switch to a wolf and dig up the spot to get the Bozy character token.

Fight off several wolves, then turn a couple cranks to move pipes into position above you. Pick up a lever dropped by the wolves and put it into a switch on the right side of the platform. Pull the lever to start water flowing through the pipe to activate a Chi pad. Power up Eris and then soar through the boost ring on the left side of the platform. This will take you up to the entrance to the library.

Free Play

Equila Character Token

Switch to a wolf and then press the Action button near the wolf paw icon to begin tracking. Follow the tracks to the right, avoiding the green stink clouds. Once you find the dig spot, dig up a grow spot. Switch to a gorilla and water the spot. Jump on the mushroom that grows to get up to a higher platform. Push the lever to rotate a statue. Move to the left and rotate a second statue to reveal the Equila character token.



Level 3: Eagle Library

Objective 2: Reach the Top of the Library

As you enter the foyer leading into the library, defeat some wolves and pick up the brick dropped by them. Carry it to the left and assemble a pile of bricks into a statue. Fight more wolves, then pull a statue out of an alcove and move it along a checkered pad. Turn the cranks next to the statues so that the beam of light from the closest statue on the right hits all the other statues in order to open the door. The arcs in the floor show you the rotation of the statues. Fight off some more wolves and then move through the doorway.

Use a couple of fans to soar up to a balcony along the wall of the library.

Eagle Elder Character Token

There are three piles of bricks in the library that you must assemble into portraits to reveal the Eagle Elder character token. The first is on the right side of the lower balcony. The second is on the right side of the reading area. The third is on the left side of the reading room on top of the bookshelves.

Tip

When you assemble the first portrait, use the Absorb ability to collect a hidden purple stud.

Move across the balcony towards the left. Collect some power from a Tech Swap Node and then put the power into another node on the left side to make a bookcase move up and down. Ride it to the top and then take the power from the node. Transfer the power to a node to the right to cause a second bookcase to move left and right. As it carries you to the right, take out the power and transfer it to yet another node on the right side so you can ride another bookcase up to a second balcony.

Free Play

Golden Eagle Totem

Switch to a wolf and then use the Chi you have collected to power up. Now dig through the floor in the reading area. Switch to a gorilla and power punch the red pad to knock down a series of bookshelves to recover the treasure.

Recover the power from the Tech Swap Node and insert it into nodes on the left side of this balcony to cause wall segments to rotate around the room. Pull out the power once each segment is in place to stop the motion. You must use three nodes to complete the wall. Then climb up the wall to a reading area.

Free Play

Eagle Librarian Character Token

After getting the treasure, switch to Eris and soar up to a balcony. Push a bookshelf along a checkered pad and then pull the revealed lever to open a secret passage at the lower level of this area. Move through the passage to another room. Switch to a wolf and dig at a spot to find a gear. Carry the gear to the back of the room and put it with other gears to make a staircase appear. Switch to Eris and shoot at the target above a portrait to release a bounce pad. Jump on the pad to get to some handholds and climb up to the top right of this room. Attack the spiderweb so you can get to the Eagle Librarian character token. Move through a passageway on the left side of the upper level to get back to the reading room.

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Pick up a stack of books on the floor of the reading room and place them on the bookshelf. Assemble the bricks on the floor into a bookcase to get a second stack of books to put away. Use a pounce wall to climb up on top of the bookshelves. Defeat some wolves to get the third stack of books to take back to the bookshelf. Activate a power node behind the bookshelf to turn on a fan on the left side of the library.

Climb back up on top of the bookshelves and then soar across to the fan. Use the fan to soar up to some handholds. Jump from handhold to handhold to get to the right side of the library. Use a couple of fans to continue ascending up the walls of the library. As you reach the top, a couple wolves blow up the balcony that you land on, causing you to drop back down to the bottom of the library.

Assemble a Chi pad from a pile of bricks and switch to Laval. After powering up, move to the left and use the Lion pad to leap up a series of bookcases.

Climb up the remaining pieces of the wall and assemble a bounce pad on a small balcony. Use it to jump up to another section of wall and continue climbing until you get back to the reading room.

Fight off a couple wolves, then assemble a claw wall. Climb up it so Laval can then jump onto the Eagle Interceptor, which carries you up to the roof of the library.

Level 3: Eagle Library

Objective 3: Defeat Worriz in the Eagle Interceptor

Worriz the Wolf is in the Eagle Interceptor. Select Eris and fire on the Interceptor. When Worriz fires back, move around to dodge the shots and then return fire. Keep this up until Worriz flies away.

Assemble some bricks on the right side of this area into a fan. Use it to soar up into the air and then glide down to the top of the building on the right side of the area.

Climb into the turret and open fire on the Eagle Interceptor. While you are firing, your shields are down. When Worriz starts firing at you, stop shooting and let your shield block the shots. As soon as Worriz pauses his attack, open fire again. Keep this up until Worriz flies away again.

Jump back down to the roof of the library and fight off some wolves while Worriz launches bombs at you. Keep moving as you are fighting to dodge the bombs. Then fire at Worriz in the Eagle Interceptor until he takes more damage and flies away.

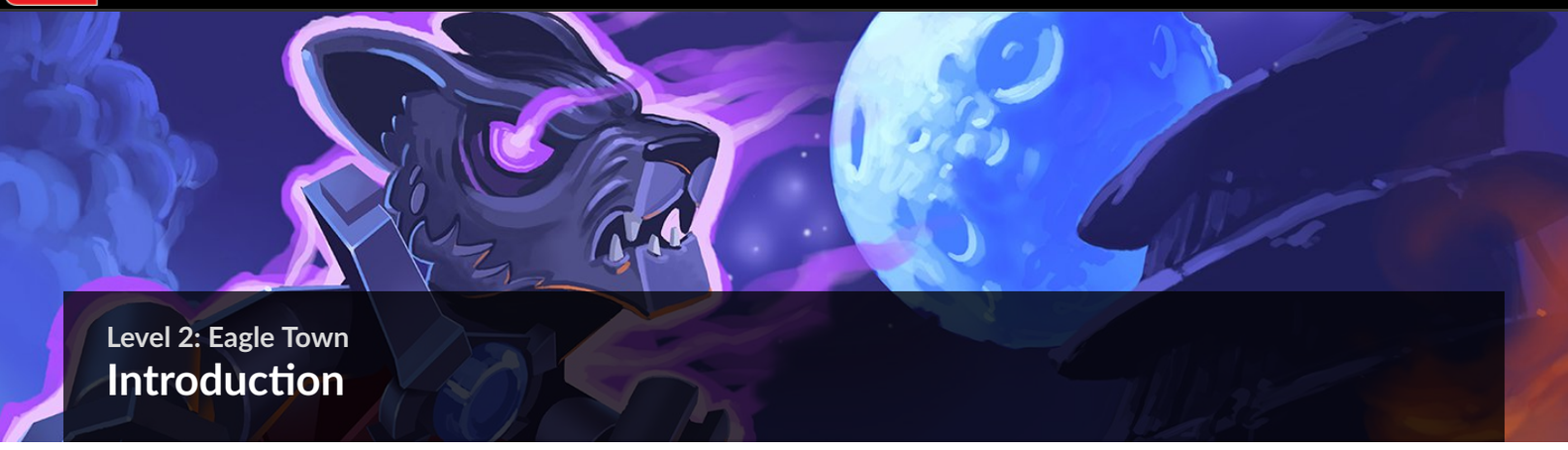
Move to the left side of the roof and assemble another fan from a pile of bricks. Use it to soar over to another rooftop.

Ewar Character Token

Switch to Laval and move to the left side of the rooftop. Roar to break open a wall and enter a secret room. Attack a chest to get the Ewar character token.

As Eris, use the Chi pad to power up. Then soar through the boost ring to get on top of the Eagle Interceptor.

Press the Attack button rapidly to damage the Eagle Interceptor until it crashes and you have defeated Worriz to complete the level.



Level 2: Eagle Town

Introduction

Story Characters

LAVAL

True Legend Stud Requirement

19,000

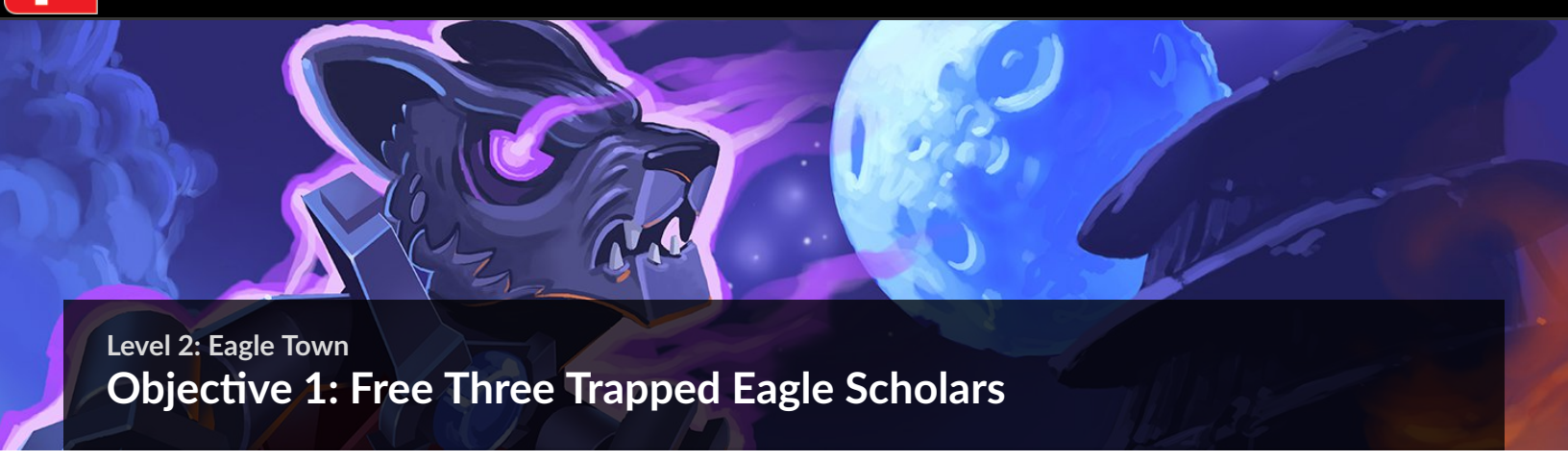
Laval returns to the Lion Temple and discovers that the Wolves have attacked the Eagles' homeland. Therefore, he makes his way through the Eagle Grasslands to Eagle Town in order to rescue his Eagle friend, Eris.

Note

For more information on getting to Eagle Town, see Chapter 13 covering the Lion Temple Hub and Chapter 14 on the Eagle Grasslands Hub.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Catapult Counter Weight**	Free Play	Use a rhino to smash a rock and a pillar. Assemble bricks into a catapult. Carry the boulder onto the catapult, then jump down onto the catapult to break open a wall. Later, ride a wooden platform to get the treasure.
2		**Elida**	Free Play	As a gorilla, power smash a red button on a wall and then climb up a wall.
3		**Eglor**	Free Play	As an eagle, power up with Chi and fly through a boost ring. Solve a puzzle by stepping on pads in the correct order.
4		**Eagle Scholar**	Free Play	As an eagle, carry the Chi power from a node by stairs to another Tech Swap Node by a pair of fans. Soar up on the fans. Use a lion's Roar ability to break down a door.
5		**Eward**	Free Play	As a wolf, power up with Chi and dig down into a secret chamber. Defeat 15 wolves.
6		**Eglor's Chalk**	Free Play	Swing across bars as a gorilla to get to a platform. Talk to the eagle.
7		**Eagle Vetran**	Free Play	Use a rhino to break down a door, then switch to an eagle and soar up on a fan.



Level 2: Eagle Town

Objective 1: Free Three Trapped Eagle Scholars

Upon arriving in Eagle Town, head to the left and begin fighting the wolves that come to attack.

Climb up a ladder to get to the top of a small building, then use the pile of bricks to construct a beam you can use to cross to the other side of a gap.

Tip

Take a few steps to the left of the starting pad and use the Absorb ability to collect a hidden purple stud.

Assemble bricks found in an alcove into a switch. Then pull on the switch to lower a claw wall. Press the Action button to jump up the claw wall to get onto a higher platform.

Free Play

Catapult Counter Weight

Use a rhino to smash the rocks and pillar. Assemble the bricks into a catapult and then carry the large boulder over to the catapult. Switch to a lion to get up the claw wall, then switch back to a rhino. Press the Action button to jump down onto the catapult and launch the boulder up into the air. The boulder breaks open a wall revealing the Catapult Counter Weight. After you free the first Eagle Scholar, ride a wooden platform to the broken wall to get the Catapult Counter Weight. This is one of the treasures you need to get the Invincibility Extra at the Sanctuary Forest Hub.

Move up a second claw wall and then attack some boulders and the corner of a wall to break up some bricks. Assemble the bricks into a Wall Run pad. Then wall run to get to the platform on the right.

Free Play

Elida Character Token

Use a gorilla to power smash the red button in the wall to break it open. Then climb a wall to get the Elida character token.

Use the Chi pad to power up, then move to the right and press the Action button while standing on the Lion pad. This causes Laval to rush up the side of the building to the top.

Free Play

Eglor Character Token

Use Chi to power up an Eagle character, then fly through the boost ring to get to a puzzle on a platform to the left. Step on pads to turn segments of a mural. You must turn them in order starting with the top left, followed by top right, bottom left, and bottom right. Your reward is the Eglor character token.

Break a totem pole and assemble the pieces into a hanging bar. Use the bar to leap up onto the top of a small structure. Now jump across a series of stone platforms to get to a switch. Pull the switch to activate the platforms and then jump back across the platforms as they are moving up and down to get to a higher area on the left.

Climb up a wall and then use the Roar ability to break open a cage and free an Eagle Scholar. Climb up a nearby pounce wall to continue your ascent up Eagle Town.

Move to the right and defeat several wolves. One drops a handle. Carry it over to the crank and use the crank to lower a cage. Then use Laval's Roar ability to break open the cage and free a second Eagle Scholar.

The Eagle Scholar activates a Tech Swap Node to the left, which causes steps to emerge from a wall. Climb up the steps and defeat some more wolves. Then push a lever to move a cage into position. Use the Roar ability to break open the cage and free the third Eagle Scholar.

Tip

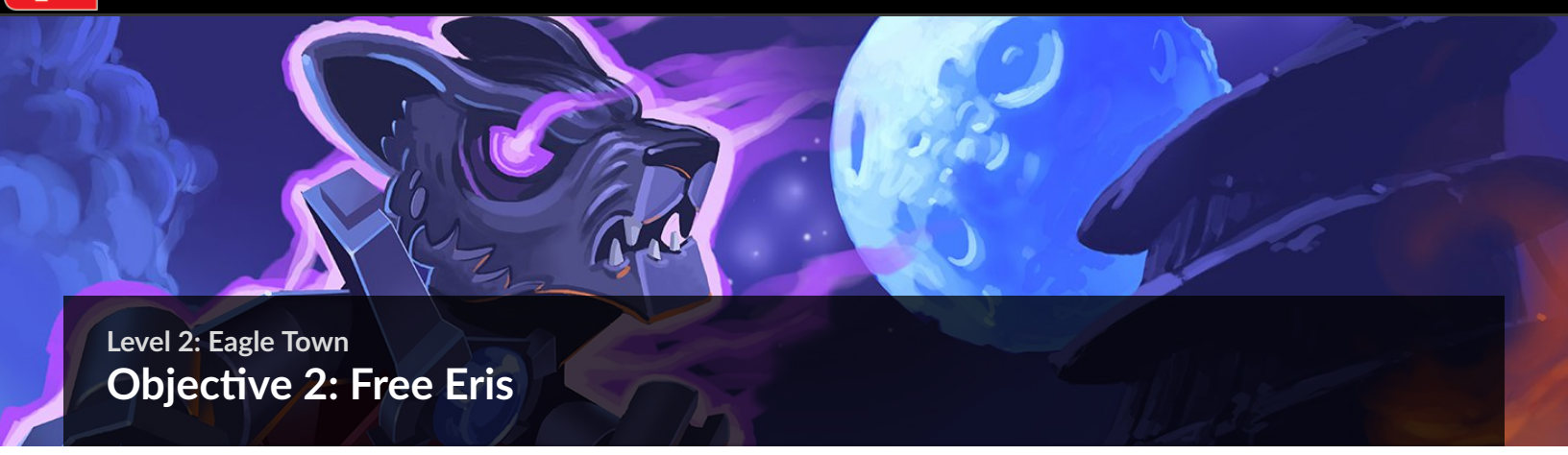
After freeing the third Eagle Scholar, move off the left side of the platform to a lower ledge where you can find a purple stud.

Free Play

Eagle Scholar Character Token

Switch to an eagle and collect the Chi power from the Tech Swap Node near the stairs. Move to the right to where you freed the second Eagle Scholar and activate the Tech Swap Node to power up a pair of fans. Soar up to a platform on the right. Switch to a lion and use the Roar ability to break open a door to reveal the Eagle Scholar character token.

The Eagle Scholar opens a gate to the right. Move through the opening to continue to the next section of Eagle Town.



Level 2: Eagle Town

Objective 2: Free Eris

After exiting the gate, use the Roar ability to break some stones and send a sculpture rolling to the left. Follow it and assemble the pieces into a grappling gun.

Turn the crank of the grappling gun to fire it. Then jump up onto the zip line and ride it down to a lower platform to the right. Fight off several wolves who are waiting for you.

Climb up the pipe while avoiding exploding balls that are thrown at you by wolves.

At the top, fight off more wolves, then push a lever on a statue to rotate the statue and raise some steps. Climb up the steps. Then jump up onto another zip line and ride it down to the left.

Attack the brick coverings on the pits and look for a couple handhold pieces after fighting off the wolves in the area. Pick up the pieces and throw them up at the wall on the left so you can climb up a series of handholds. Climb up the handholds to get to a higher area.

Free Play

Ewald Character Token

Switch to a wolf and power up with Chi so you can dig through a dig spot near the handholds. After falling down into a secret chamber, you must defeat 15 wolves in order to open a door so a mine cart carrying the Ewald character token can roll into the chamber. Climb up a ladder to get out of the chamber.

Free Play

Eglor's Chalk

Once you get to the top of the handholds, switch to a gorilla and then swing across the bars to the left. Land on a platform and talk to an eagle to get the treasure. Then swing back on the bars to continue.

At the top of the handholds, move to the right and then jump down onto a climbing wall. Descend the climbing wall, and before you fall off the bottom and down to the lowest level, jump across to a lower platform. Slide under a pillar and then pull a lever on the far left side of the platform to raise the pillars. Move through an open doorway to emerge on a higher platform.

Climb up a wall, then jump across the raised pillars. At the end, jump across to a chain and climb it to the top to get a purple stud. Swing across to the right on the chain and land on a ledge.

Climb a short wall. After a wolf destroys a balance beam, smash some bricks across a doorway and then assemble the pieces into another beam. Move across it to chase after Wiz the Wolf, who is holding Eris captive. Continue across some small steps to the right.

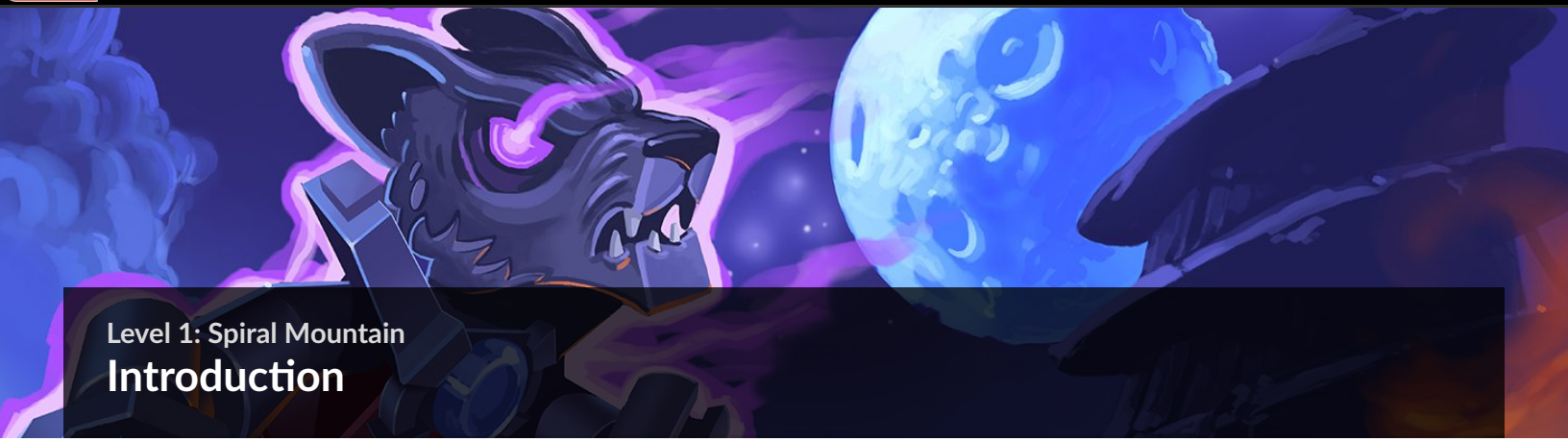
Free Play

Eagle Veteran Character Token

Walk across a tightrope to the right. Switch to a rhino and break down the door. Now switch to an eagle and soar up on a fan to reach the Eagle Veteran character token hovering above the tower.

Continue to the right until you get to a platform where Eris is being held. Fight off some wolves, then pick up a steak they drop and throw it at the target over Wiz to shut a hatch. Repeat this two more times to shut all three hatches and force Wiz to come down to you. Now you must defeat him. Stay out of the way of his power attacks and then move in while he is recovering.

Once Wiz is defeated, pick up the lever he drops and insert it into the crank on the right. Use the crank to lower the bag containing Eris and let her out. Once you release her, you also unlock Eris as one of the characters you can control and use in future levels.



Level 1: Spiral Mountain

Introduction

Story Characters

LAVAL

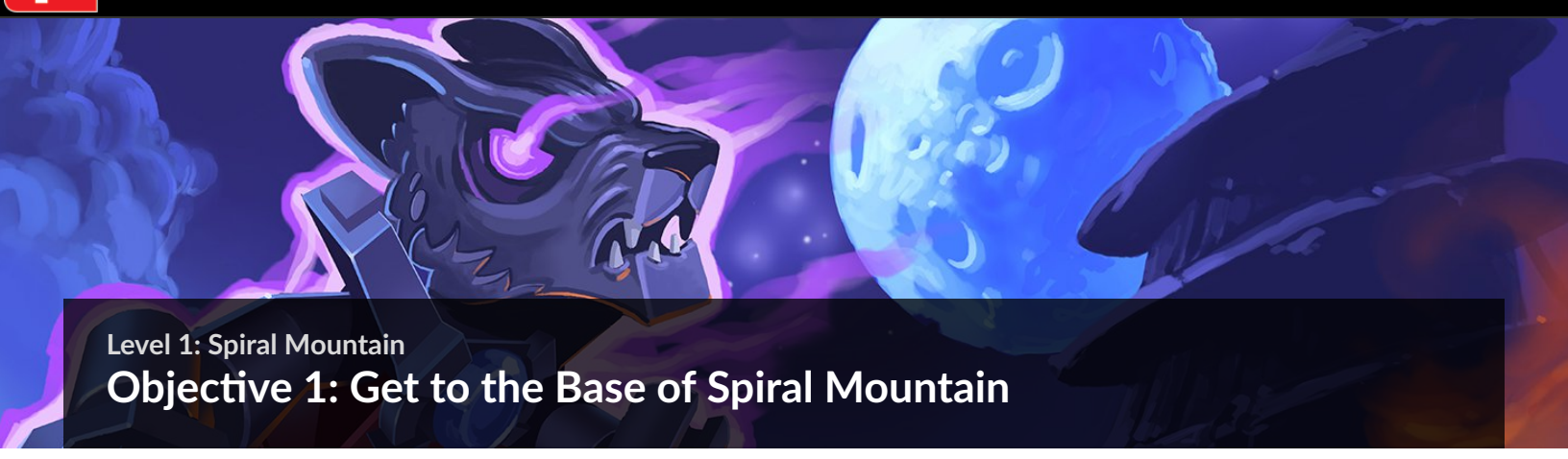
True Legend Stud Requirement

25,000

After losing a speedor tournament to Cragger, Laval is upset and complains about Cragger cheating to win the competition. As he worries that Cragger will use the Golden Chi Orb to attack the Lion Temple, Laval notices a strange mountain in the distance. Unlike normal mountains, this one resembles a spiral. Laval decides to check it out before Cragger can get there.

Collectibles

No.	Icon(s)	Name	Mode	Notes
1		**Lennox**	Story	Destroy the three turrets in the hollow log.
2		**Longtooth**	Story	Destroy the boulders in the small stream in the Lion courtyard.
3		**Bladvic**	Free Play	Use Chi to power up and pull on the super strength handle in the lion's mouth.
4		**Skinnet**	Free Play	Use a crocodile and sink down into the water near the Lion courtyard. Move through an underwater passageway. Pull a lever, watch the lights on the wall, and then jump on pressure pads in the same order as the lights.
5		**Leonidas's Lost Sword**	Story	As you advance along the path to the top of Spiral Mountain, use a lion and Roar at three chunks of stone to reveal three statues. You will receive Leonidas's Lost Sword as a reward.
6		**Sturdy Wood**	Free Play	Use a rhino and its Rock On move on some rocks near the stone pillars to drop down to a lower level. Then attack a tree to get the Sturdy Wood.
7		**Dom de la Woosh**	Free Play	Use Furtivo or Skinnet to move through a crawlspace near the top of Spiral Mountain.



Level 1: Spiral Mountain

Objective 1: Get to the Base of Spiral Mountain

Laval begins in the jungle and must get past several obstacles in order to get to the base of Spiral Mountain. Before beginning your trek, backtrack to the left to pick up some extra studs and then continue on your way to the right.

Some of the first obstacles you encounter are fallen trees. The first tree you can jump over. However, the second has a gap you can slide under. Just move towards it and when you touch the slide pad, Laval will automatically slide beneath the tree.

When you get to what appears to be a dead end at a ledge, attack the pink plant and break it into pieces. Then stand next to the pieces and hold down the Action button to assemble the bricks into a jump pad. Jump up onto the jump pad and hold down the Jump button until Laval is bouncing high enough to get to the top of the ledge.

As you approach a stream, a couple of crocodiles drop in to stop you. Use Laval's attacks to defeat them and then pick up a lever dropped by one of the enemies before continuing towards the stream. Follow the green arrow on the screen to see where the lever goes. Press the Action button to insert the lever into the crank. Press the Action button again to start using the crank and then follow the on-screen prompt to turn the crank and lower the bridge. Once the bridge is down, move on it and then jump across to two floating bridge segments to get to the other side of the stream.

Tip

There is a purple stud out in the stream. You need a crocodile in Free Play mode in order to get it. Jump into the water and swim out so you are directly below the column of studs. Then press the Action button to sink down into the water. Hold down the Action button to start spinning in the water and then release the button to launch up into the air to get the studs.

Continue to the right until you get to the quicksand. Get the studs out in the quicksand and then jump up to the hanging vine on the left. Move left and right to swing on the vine. Jump across to a second vine and then keep swinging so you can jump over to the ledge on the right.

Keep moving towards a waterfall. Defeat the crocodiles who attack you and then pick up a lever they drop. Place it into the turnstile and then turn it to raise a series of steps from the pond at the base of the waterfall. Jump onto the steps and then leap up to grab the handholds on the side of the waterfall. Watch out for falling logs as you leap across to the handholds on the left. Then move up to the higher handholds before making your way back to the right to a ledge with a tree. Break the tree and then slide down the claw wall. Assemble the pieces into a jump pad and use it to get to the top of the ledge.

Lennox Character Token

Keep hacking your way through obstacles to get to a large, hollow log. This log has three turrets that fire at you. There are also spears that pop up from the ground along the path. Attack the turrets to destroy them before they fire at you. Once all three are destroyed, a character token for Lennox appears inside the hollow log. Collect it and continue to the right.

Tip

There are studs, including a purple stud, on the top of the hollow log that appear impossible to get. Walk into the log and use the Absorb ability and the studs will come to you—or get the Stud Magnet Extra and the studs will come to you.

When you get to a tall lion pillar, move next to it and press the Action button to Roar, topple the pillar, and create a ramp you can use to get to the top of a wall. Drop down from the wall on the right-hand side.

More crocodiles attack you in the yard at the bottom of the walls. Defeat them, then stand on the pad to lower a short claw wall. Stand near the wall and press the Action button to make Laval jump and climb up the wall. Then press the Jump button to scale the pounce walls to get to the top. Walk across to the right, avoiding the spears, and then slide down another claw wall to get to a lower courtyard where you must battle some more crocodiles.

Longtooth Character Token

After clearing out the crocodiles in this area, destroy the two boulders at the end of the stream flowing from the walls. A fish will bring you a character token to thank you for clearing the path to the lake.

Free Play

Bladvic Character Token

Use Chi to power up your character while down in the courtyard. Then pull the super strength handles on the lion head on the left side of this area to access the character token for Bladvic.

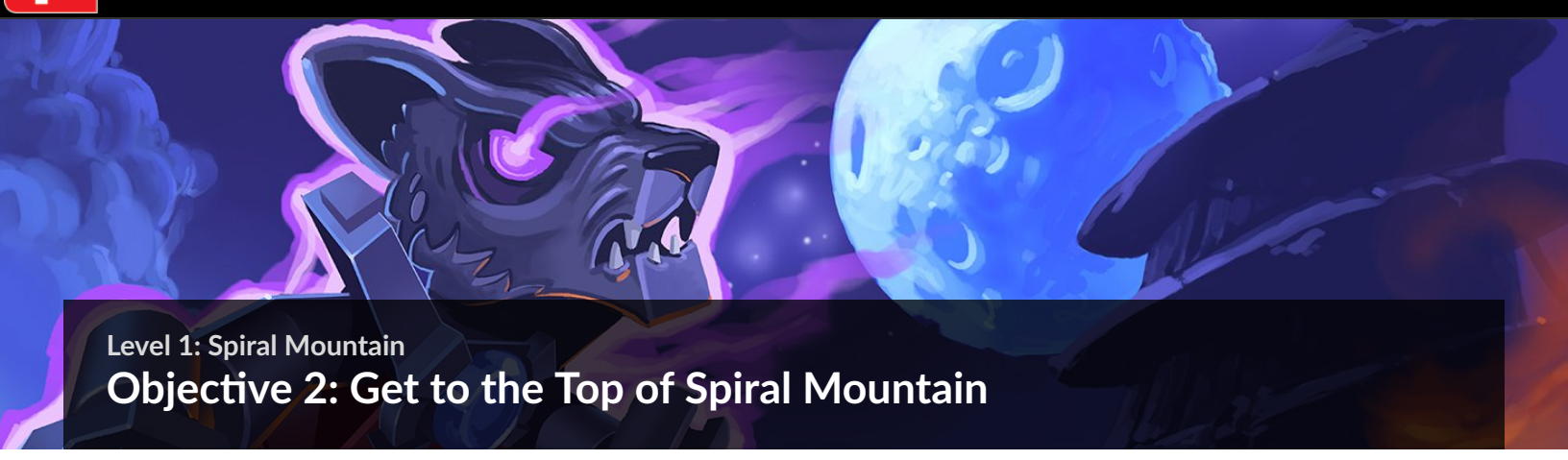
Free Play

Skinnet Character Token

While in the Lion courtyard, switch to a crocodile and sink down into the water. Move through a gap in the back wall while underwater and emerge in a chamber with a lever and four pressure pads on the floor. Pull the lever and then watch the order in which the red lights on the wall turn green. Then jump on the pressure pads in that same order. Once you complete this, a character token will flow down a chute into a small pool on the right side of the room.

Move to the far right side of the courtyard and attack the winch to drop a pallet of bricks down to the ground. Assemble the bricks to complete a climbing wall that you must climb to get to an upper platform. The machinery to open the gate is located there.

Pick up a gear near the machinery and place it into position. Then move to the left and attack a tree until a second gear drops down. Carry it to the machinery and put it in place. Now move the lever to open the large gate below. Once the gate is open, drop down to the courtyard and exit through the gate to finally reach Spiral Mountain.



Level 1: Spiral Mountain

Objective 2: Get to the Top of Spiral Mountain

As you arrive at Spiral Mountain, a boulder comes rolling down the path towards you. Move out of its way as it rolls past and blocks the pathway behind you. The only way to go now is to the right and up the winding passage to the top of the mountain.

Fight off several crocodiles as you advance to the right. The crocodiles have erected a barricade to stop you. Press the Action button to Roar and knock down the barricade—as well as the crocodiles hiding behind it. Continue along the path and assemble a pile of bricks into a balance beam you can use to get across a gap. Then jump across a series of handholds to continue.

Leonidas' Lost Sword

Instead of crossing the balance beam, drop down to the lower level and move all the way to the right. Roar at a chunk of stone to reveal a statue. This is the first of three statues that you must uncover in order to gain Leonidas' Lost Sword. Once you have it, take it to the Lion Temple hub where you can give it to Leonidas in order to unlock a Extra for a Studs x4. To get back up to the balance beam, jump up on a couple platforms, then leap up to the claw wall by pressing the Action button.

More rolling boulders come down the path towards you. Stay to the outside of the path as you move towards a tree on a slide pad. Push the tree to the right to drop it down to a lower level. Drop down to the lower level as well and assemble the pieces of the broken tree into a ramp.

Jump up to a handhold, then jump again to a vine. Your weight pulls on the vine and bends a wooden platform above you. The next boulder rolls down the platform, hits the ramp, and then rolls back to the right to break up the overhanging ledge above a mushroom. Once the rubble clears, jump on the mushroom and hold down the Jump button until you can leap back up to the upper level. Then move through a doorway in the side of the mountain.

After emerging on another pathway, move to the right and leap to a vine. Swing it so you can jump to a second vine. Be sure to stay high enough so rolling boulders don't hit you. Use two more vines to stay above the boulders. You must time it just right as you drop from one vine and run to the next so the boulders don't smash you. Make it to the climbing wall, which you can climb up to a higher pathway.

Leonidas' Lost Sword

Before climbing up the climbing wall, keep moving to the right and drop down to a lower level. There you can find another chunk of rock. Roar to reveal the second statue. Use the pounce wall to climb back up to the upper level and then backtrack to the climbing wall.

At the top of the climbing wall, jump up a series of handholds and then move to the left. Slide under some tree roots and then jump up to a vine to pull up some other roots to clear a path to the left.

Keep sliding and jumping until you come to some stone pillars. Roar to knock them down and create some large steps that you can jump up to get to the higher level. Then swing across some vines to move to the right where you find a doorway that you must pass through to continue.

Free Play

Sturdy Wood

At the top of the large stone steps, move to the left and use a rhino to Rock On and break through some stone on the ground. To do this, jump up and, while in midair, press the Attack button to slam down on the stone. After dropping to a lower level, attack the tree and break it into pieces to get the Sturdy Wood treasure. Take this to Eglor in the Eagle Grasslands Hub along with Eglor's Chalk to unlock a Extra that gives you the Attract Studs extra. To get back up to the higher level, break up a boulder and assemble the bricks into a spring platform. Jump up on it and then jump and press the Attack button to slam into the spring platform so it shoots you up to the higher level.

Upon exiting the doorway, keep moving to the right. The crocodiles at the top of the mountain start dropping boulders along your path. Time your movement past the boulders—waiting in the gaps between where they are falling—so you can get past this hazard without getting squashed.

Leonidas' Lost Sword

Once past the boulders, drop down to a lower level and move all the way to the right. Roar at the stone to reveal the third statue and claim Leonidas' Lost Sword. Then head back to the left and jump on a mushroom to get to a vine. Climb it to the top so you can get to the upper level.

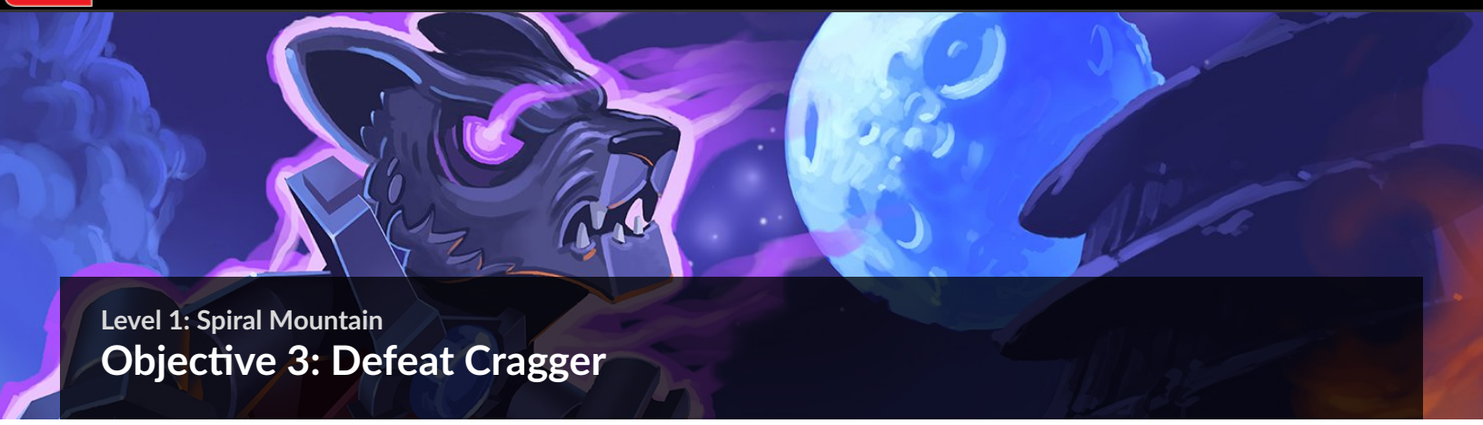
In order to get past the gaps in the pathway, you must Wall Run. Move next to the wall, and as you hit the Wall Run pads, your character will run along the wall to get to the other side.

Several crocodiles attack as you approach the top of the mountain. Defeat them all. Eventually a table falls to the ground from an higher platform. Continue fighting off all of the remaining crocodiles, then reassemble the pieces of the table into a bar on the side of the platform. Jump up to the bar and then onto the platform. Then walk through the doorway to continue to the top of Spiral Mountain.

Free Play

Dom de la Woosh

There is a crawl space to the right of the platform with the crocodiles. You need either Furtivo or Skinnet in order to crawl through this opening and get to another ledge where you can pick up the Dom de la Woosh character token. Crawl back through the opening to return to the main pathway to continue. When playing the PS Vita or Nintendo DS versions, after crawling through the opening, you must switch to a Wolf and follow a scent trail to get the character token.



Level 1: Spiral Mountain

Objective 3: Defeat Cragger

When you reach the summit of Spiral Mountain, Cragger is waiting for you. He has created a machine and is going to put the Golden Chi Orb into it to gain Triple Chi Power. Before you can stop him, Cragger drops a cage over Laval.

Use your Chi to power up Laval so he can break out of the cage.

Laval stays powered up for several seconds. Use slam attacks to quickly defeat the crocodiles that Cragger sends to attack you. Laval stays powered up for several seconds. Use slam attacks to quickly defeat the crocodiles that Cragger sends to attack you. Just jump up and hit the Attack button while in mid-air to stun the enemies. Fight off several

crocodiles until Cragger enters the fight.

Cragger is powered up with Chi, so he is tough to defeat. Watch the ground near your feet. When a target icon appears on the ground, move away. The icon shows you where Cragger will land his slam attack. If you are anywhere near it, you take damage. However, after he lands, he is stunned for a few seconds. Rush in and attack.

Tip

Cragger's health is represented by a large heart in the top right corner of the screen. As he takes damage, his health decreases. Eliminate all of Cragger's health to win this battle.

In addition to his slam attacks, Cragger also makes charge attacks where he spins around to inflict a lot of damage. Stay away while he is spinning, then move in to attack while he recovers. After Cragger has lost half of his health, he jumps up on the machine and calls in more crocodiles to attack you. Fight them off and he will eventually rejoin the fight.

Continue the fight using the same tactics as you did during the first half of the battle. Once Cragger is defeated, he escapes and leaves Laval on the top of Spiral Mountain with a machine that is overloading from too much Chi.

The explosion releases Chi orbs across the landscape of Chima. While you only had one orb that you used to break out of the cage, from now on you can collect these orbs as you progress through the story. When you have enough, use the Chi to power up. Laval leaves Spiral Mountain and returns to the Lion Temple Hub.